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Exclusive review!

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MAGAZINE SYSTEM

DEC #51

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First playtest inside!

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"Forget platforms like the Saturn or the PlayStation, this is on the SNES and it's fantastic." **96%**

Dave Perry on **GAMES MASTER** *(TV SHOW)*

FREE KILLER CUTS CD IN PACK

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World Exclusive®

PAGE 14

DONKEY KONG COUNTRY 3

RARE UNCAGE THEIR THIRD DK MASTERPIECE!!

The Kongsters are back and ready for action. With more enemies, levels and secret areas than ever before, you'll need to keep your wits about you if you're to guide Dixie and Kiddy Kong in their quest to find Donkey and Diddy. Their adventure begins on page 14.

PAGE 26

SUPER MARIO KART 64

READY... SET... GO, MARIO, GO!!

Despite the release in Japan being delayed slightly, there is no shortage of news on this ace racing game. To whet your appetites, NMS has been able to secure lots of EXCLUSIVE screenshots of the game that is set to rival Super Mario 64 as game of the year. Turn to page 26 before you're overtaken.

WILLIAMS ARCADE'S

PAGE 62

RETRO GAMING IS BACK WITH A BANG!!

Retro gaming is, once again, all the rage, and to celebrate the re-birth of video games' finest titles, T•HQ are allowing you to relive the golden days of the late 80s. Step back in time on page 62.

ULTIMATE MK3

PAGE 50

THE BLOODIEST BEAT-'EM-UP IS BACK!!

Total carnage will return this December when Ultimate Mortal Kombat 3 bursts into life on the Super NES. More characters, more backgrounds and even more fatalities than ever before. The blood is flowing on page 50, so get to the action... before it's too late.

SIM CITY 2000

PAGE 56

WE BUILT THIS CITY ON SUPER NES!!

Ever wanted to play God? Well, now's your chance thanks to T•HQ's latest sim. Yes, the follow-up to the hugely successful Sim City is finally here – and believe me, it's top. Turn to page 56 to begin designing your first creation.

NBA HANGTIME

PAGE 90

HANGIN' TOUGH WITH THE HOME BOYS!!

After the phenomenal success of NBA Jam, the sequel is causing quite a storm in the arcades – and NMS have the EXCLUSIVE preview of the soon-to-be-released Super NES version. A whole new ball-game begins on page 90.

STREET FIGHTER EX

PAGE 36

LET THE ULTIMATE BATTLE COMMENCE!!

Last month we revealed Capcom's plans for a 3D Street Fighter beat-'em-up. This month we speak to the developers and find out all the gossip about one of the most anticipated arcade games ever. Turn to page 36 for the lowdown.

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EDITOR
David "King Kong" Upchurch
ART EDITOR
Peter "Kong-ceited" Barrell
DEPUTY EDITOR
David "Kong-demned" McComb
DESIGNER
Chris "Kong-fused" Hobbs
REVIEWS EDITOR
Shaun "Kong-genial" White
TIPS EDITOR
Phil "Kong-dense" Dawson
OVERSEAS CORRESPONDENT
Warren Harrod

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PUBLISHER
Andy "Kong-cerned" McVittie
PROMOTIONS MANAGER
Saul "Kong-fident" Leese
AD MANAGER
Lisa "Kong-gested" Hawkes
MARKETING MANAGER
Alex "Kong-nected" Gorman
EXECUTIVE PUBLISHING DIRECTOR
Sarah "All Kong-quering" Janes

EDITORIAL MONKEY HOUSE
Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.
PHONE: (0171) 972 6700
FAX: (0171) 972 6703

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We regret to say that cover-mounted gifts and promotions are not available to our overseas readers. Soz!

COMPETITION RULES: EMAP IMAGES and Nintendo employees and their immediate families aren't allowed to enter any NMS competitions. The Editor's decision, even when distracted by DKC3, is final.

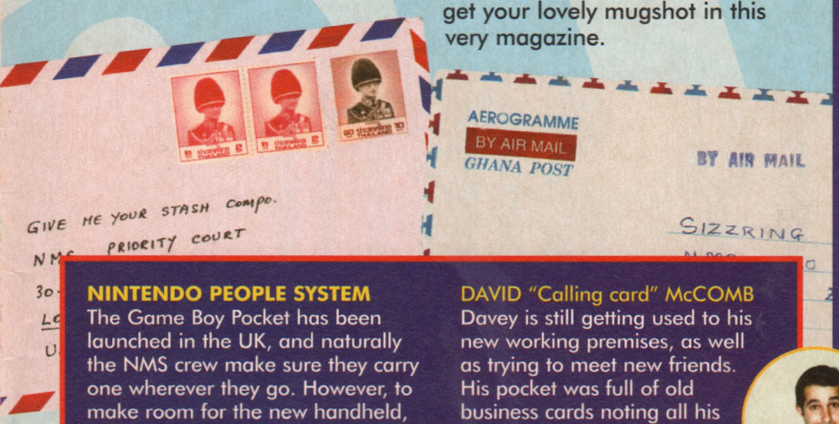
Nintendo® PEOPLE SYSTEM

It looks like this Xmas is going to be the best ever for all you lucky Super NES owners! This month, no less than FOUR soon-to-be-released games – namely Donkey Kong Country 3, Ultimate Mortal Kombat 3, Sim City 2000 and Williams' Arcade's Greatest Hits – have earned themselves the covetted NMS Seal Of Quality. And before the end of the year we've still got the likes of Street Fighter Alpha 2 and Marvel Superheroes to come! It doesn't get any better than this... except that, in the exciting world of Nintendo, it does! After all, early next year we've got the launch of the N64 – and as our massive 5-page preview of Mario Kart 64 indicates, it going to be well worth waiting for! Keep the faith!

DAVE

NMS CALLING WORLD! COME IN, WORLD!

Lately we've received mail from various countries around the world. It seems NMS is extremely popular in Holland, and we get quite a few letters from Saudi Arabia and America. However, recently a letter from Nsabasi Etteh in Nigeria dropped on our doormat, and we have to admit it surprised even us! So, are you an overseas reader? If so, take a photo of yourself, preferably holding a copy of NMS, and send it in to the usual address. Not only will you win a prize, you'll also get your lovely mugshot in this very magazine.



RATINGS GUIDE

90–100 ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS. It's brand spankin' new and it's nestling in your trouser pocket. Yes, you are the proud owner of a brilliant Game Boy Pocket. Now you've got even more portable power whenever and wherever you want!

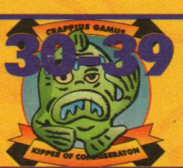
80–89 After a heavy night out with the lads, you think you remember chatting up a rather fine lady, but did you get her phone number? You frantically rummage through your pockets, and there it is, a scrap piece of paper with a message: "Call Me".

70–79 You offer to buy your girly lunch before realising you only have enough cash for one. Suddenly, you remember that old bus ticket with a "Buy one meal, get one free" offer on the back. You're saved.

60–69 It's cold and wet, and you're stuck in the middle of nowhere with only sheep and a bus stop for company. You delve deep into your pocket. What a stroke of luck – just enough to catch the bus back home.

50–59 You're running late for a night out with your mates. Your mum washed and ironed your favourite slacks, but just as you run out the door you realise all your old tissues went through the wash as well. You now have to spend the whole evening picking bits of fluff out of your socks.

40–49 You left your pen in your shirt pocket and thought nothing more of it until you took off your jumper. You suddenly realised that your pen has leaked, ruining your favourite top.



30–39 GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS! What started out as the ideal school prank has turned into an absolute nightmare. You're just about to set off a stink bomb to get you and your mates out of double maths, when the class idiot bumps into you breaking the glass in your pocket!

20–29 You forgot to check your lottery ticket, and your jeans have gone through the wash before you had a chance to empty the pockets. There's no way you can check the numbers, and to make matters worse... the jackpot still hasn't been claimed.

0–19 You know you had your keys on you earlier, but it's not until you've arrived home and delved deep into your pocket, that you realise – oh no, they've gone! Oh blimey, how long has that bloomin' hole been there?

NINTENDO PEOPLE SYSTEM

The Game Boy Pocket has been launched in the UK, and naturally the NMS crew make sure they carry one wherever they go. However, to make room for the new handheld, they had to empty their own pockets – and this is what they found...

DAVE "Loadsamoney" UPCHURCH

Being Editor of Britain's No. 1 Nintendo mag doesn't come cheap, you know. However, the rest of the NMS guys didn't realise that Dave earned quite so much until he pulled out the largest wad you've ever seen. It was more than all the rest of the team earned in a year! *CURRENT FAVES: WaveRace 64, Donkey Kong Country 3, Tetris Attack (GB), Williams Arcade's Greatest Hits.*

DAVID "Calling card" McCOMB

Davey is still getting used to his new working premises, as well as trying to meet new friends. His pocket was full of old business cards noting all his intimate personal details – although we reckon "Young, rich and good looking" is definitely stretching things just a little bit too far... *CURRENT FAVES: WaveRace 64, UMK3, Tetris Attack (GB), Donkey Kong Country 3.*

PETE "Sweety" BARRELL

Pete's a very practical kind of guy, and empties his pockets every night before he jumps into his jim-jams for a good night's sleep. His entire contents consisted of his travelcard, frontdoor key and a lunch receipt, although we did find a sticky fruit polo stuck to his used tissue. *CURRENT FAVES: Donkey Kong Land 2 (GB), WaveRace 64, Williams Arcade's Greatest Hits.*

SHAUN "Music man" WHITE

You wouldn't believe what Shaun managed to cram in his pocket. In his possession was a little angel, a deaf leopard, a black crow and an iron maiden. No, he's not going bonkers – our long-haired lovely was simply carrying a Sony Walkman and a rock tape. *CURRENT FAVES: Donkey Kong Country 3, Williams Arcade's Greatest Hits, Mole Mania (GB), WaveRace 64.*

CHRIS "Peace & quiet" HOBBS

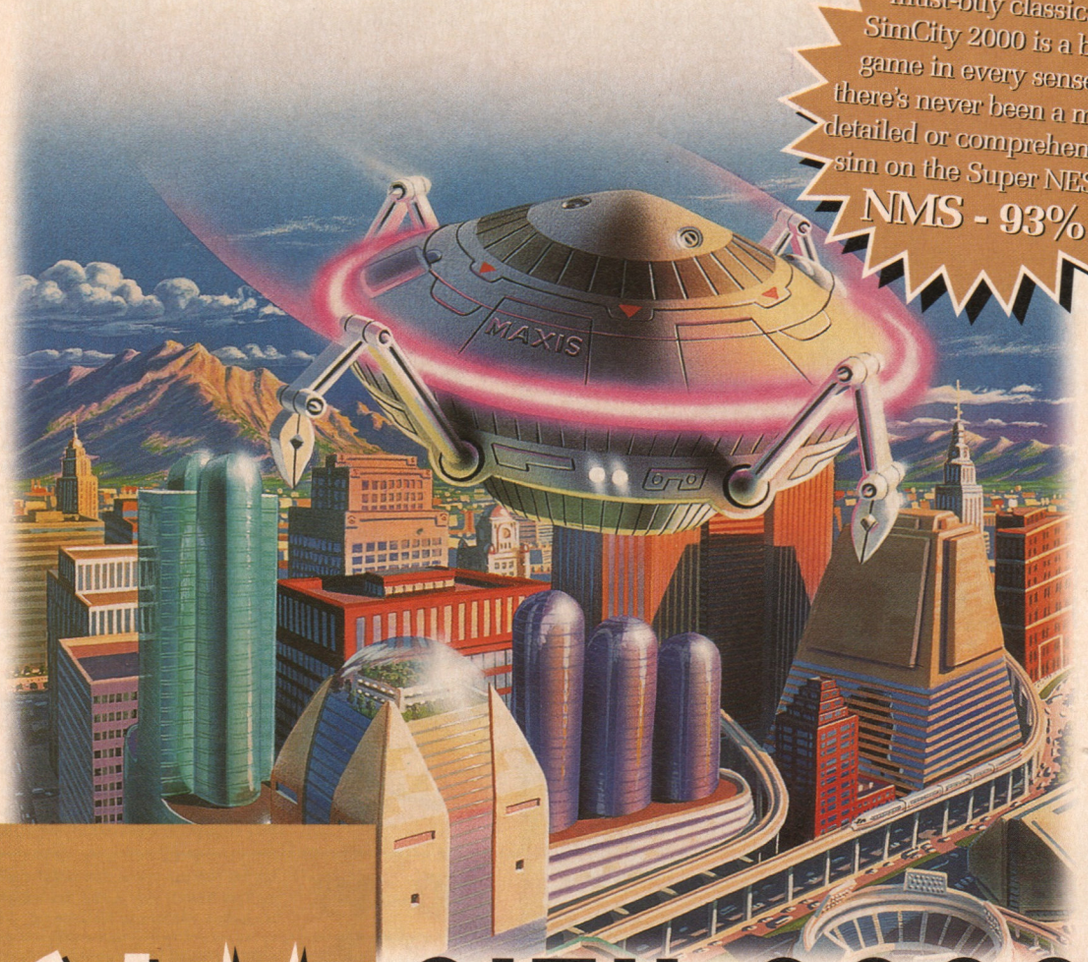
Chris's pocket was incredibly light. In fact, the only thing he carried with him was a photograph of his lovely girlfriend, Claire. She's always giving him such a hard time, he finds this the only way to spend a day with her without the nagging. *CURRENT FAVES: WaveRace 64, FIFA '97, Urban Strike (GB), Williams' Arcade Greatest Hits.*

PHIL "Timetable" DAWSON

To make sure Phil wears his trousers the right way round, his mum still dresses him – and naturally, keeps tabs on his pockets. The only item we could find was a piece of paper planning Phil's day. His schedule read: 9.30 – Work; 1.00 – Lunch; 7.00 – Dinner; 9.00 – Bed. *CURRENT FAVES: WaveRace 64, Street Fighter Alpha 2, SM 64, Dragonheart (GB).*

Some Games are Simply Streets Ahead of the Competition

"A must-buy classic. SimCity 2000 is a big game in every sense - there's never been a more detailed or comprehensive sim on the Super NES."
NMS - 93%



SIM CITY 2000

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- $ Superb conversion of the PC CD-Rom smash hit
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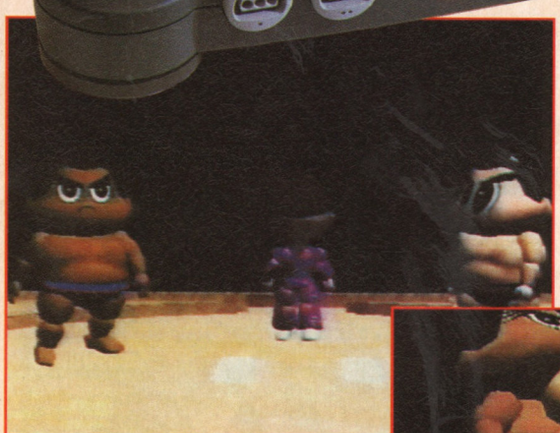
Nintendo® NEWS NETWORK

GOING... GOING... GONE!

After the phenomenal success of the Japanese N64 launch, the scenes were repeated in the US on 30th September. The initial stock of 350,000 machines are all but sold out, with many Nintendoids leaving stores empty-handed and in tears. It has also been reported that within the first day of sales, Nintendo sold more units than Sega and Sony managed in 32 and 13 weeks of their respective launches. As expected, Mario 64 outsold Pilotwings at a ratio of 4 to 1.

WHO ATE ALL THE PIES?!

Okay, so there's virtually no chance of this receiving a UK release, but we thought we'd show you the latest game to cause a stir in Japan. It's called 64 Oozumo, and, as you might have guessed, it's a Sumo Wrestling beat-'em-up featuring several fatties, wrestling to be number one. A unique feature is that both joypad and 3D Stick are used to control the fighter and perform the moves. When the game is complete, the wrestlers will fight in a variety of Sumo-related locations in Japan. We'll bring you an in-depth feature closer to release. We just hope you can contain your excitement...



(ABOVE) Bet this is good new for all those Sumo-loving readers of NMS. Yes, all two of you...

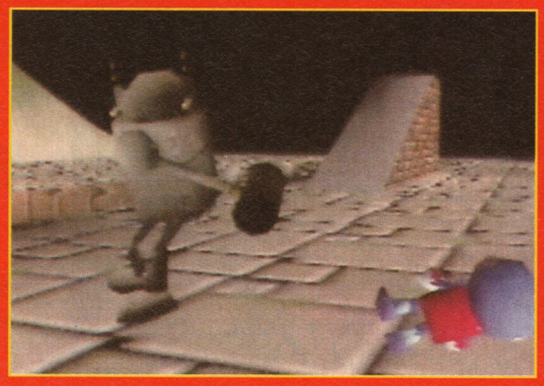
(RIGHT) That's not belly nice, is it? Two fat blokes have the stomach for a fight in 64 Oozumo.

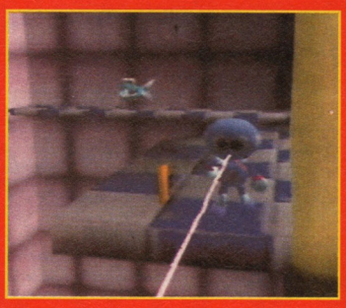
BACK IN BUSINESS!

Following their critically acclaimed videogame debut Pilotwings 64, Paradigm has announced that it is currently developing more N64 software which will hopefully be released towards the end of '97. Sadly, there has been no other announcement from the company, although we do know they are concentrating on games aimed at a 7-14 year old market. We hope to have a full report in the next few months and, as always, you'll be the first to know as soon as the news breaks.

WHEEL OF FORTUNE!

The first of what will prove to be many third-party peripherals for the N64 is due for release in America in the next couple of weeks. Called the Platinum Sound Per4mer Racing Wheel, it comes complete with foot pedals. It is also expected to appear in the UK around the time of the N64 launch, although the RRP is still to be confirmed. Fingers-crossed we'll playtest the racing wheel in a couple of months, and pass on our views.

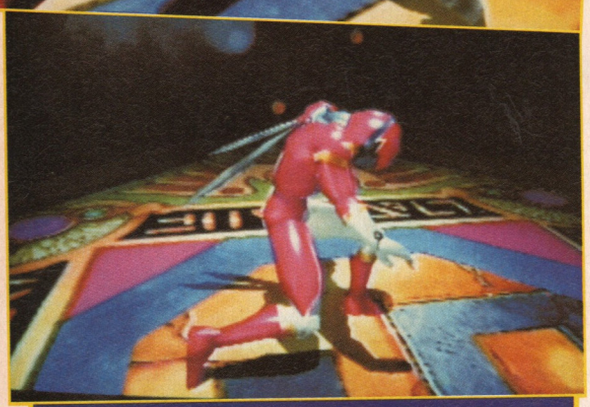




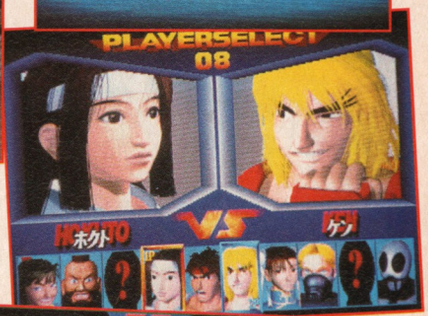
(ABOVE) Look at the size of that tongue! Bet he's popular...

LET'S TWIST AGAIN!

Since our last issue, we've received some more screenshots from the bizarre game Chameleon Twist. Although it's still quite early days, the game is shaping up nicely, and we thought you'd like to see how it's progressing. The story is still unclear, but we do know that these weird creatures use their tongues and other body parts to protect themselves against the evil forces. Expect another update in the New Year.



(ABOVE) One of Duel Heroes' stunningly-textured fighters does his 'Elvis live in Las Vegas' impression. That's the wonder, the wonder of the N64...



EX-TRA, EX-TRA, READ ALL ABOUT IT!

Just before our deadline, we received information about a change to Street Fighter Ex. It now appears that Guile, who previously had be removed, has been reinstated into the tournament. But that's not all. Our sources have also confirmed that a brand new character has also entered the fray, with the bizarre name Cracker Jack. As yet, we know absolutely nothing about this new fighter, but we'll endeavour to bring you more news next month.

CALLING ALL THE HEROES!

Cast your minds back to NMS #49 and a news piece we ran about a new game from Hudson Soft called Dual Heroes. Although the intricate game details are still being kept secret, we have discovered some interesting facts about it. The game will use the analogue stick, giving the fighter greater control. To perform the Super Big Kicks (see screenshots), you must use the stick to determine the height and the swing. It is hoped that by using the stick, it will feel more realistic than simply pressing a button to perform a move.

Another scoop is that the game has two gameplay modes. The first is a normal battle version, however the second is a special arcade option in which 'virtual gamers' are waiting to be challenged. These 'gamers' behave similarly to fighters from arcade beat-'em-up's, with improved artificial intelligence, and have fighting patterns which must be learned if they're to be defeated.

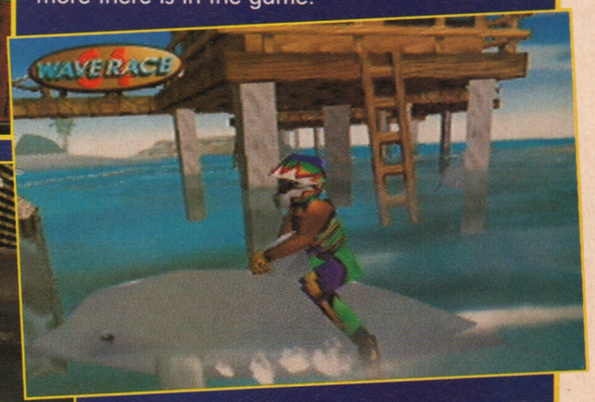
HANGIN' ON THE TELEPHONE!

Seta, developers of Exhaust Heat and the infamous N64 launch title Shogi, are developing a special N64 cart that features a built-in modem. By owning a special cartridge, gamers can play via a phone line without having to fork out for lots of extras. As long as you're in possession of a N64, a copy of the game, and have a phone, you're in business – although remember, your opponent will also need the kit too.

The first game to be developed is, wait for it, Morita Shogi, which is an updated version of the N64 favourite (yeah, right). At present, the price has still not been confirmed, but Seta are hoping to introduce a low price network that will feature a Shogi database. Watch this space for further details.

MORE THAN MEETS THE EYE!

No, these pictures aren't some sort of hoax. Since last month's WaveRace N64-Play, we've discovered how to race the tracks in reverse and, even better, how to ride the dolphins. We've also been informed that you can race a giant penguin. We're not, as yet, going to reveal how to perform these exciting extras, but we thought we'd let you know just how much more there is in the game.



(ABOVE) Look! It's a dolphin! This is not a hoax – you really can ride one in WR64!

Dork

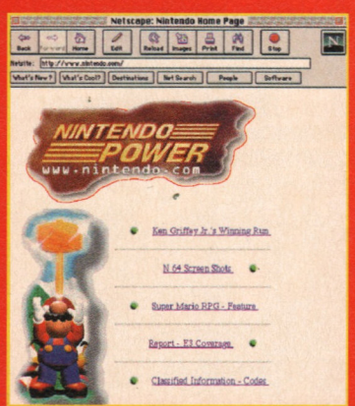
An American Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

ENJOY IT. WRAP IT. BIN IT.

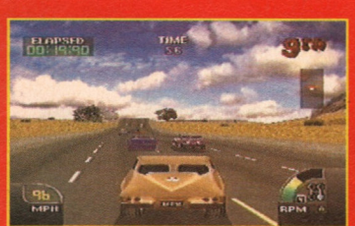
WORD ON THE STREET!

Welcome to our new rumours section. Over the coming months, we'll bring you snippets of Nintendo-related gossip. Most of these news pieces are about very new games with only vague details available at present.



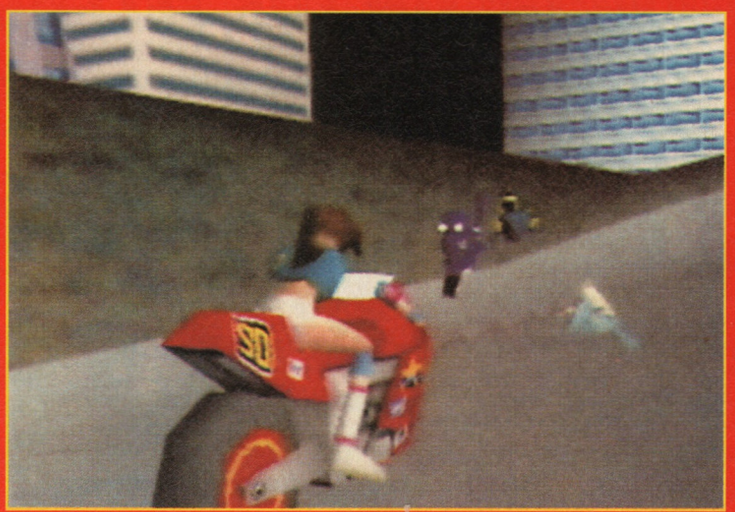
SIGNED AND SEALED!

Nintendo has recently signed a deal with Netscape (one of the best Internet browsers), and the project has been given the code name Navio.



ANIMAL TRAGIC!

Apparently, Nintendo has fallen out with the developers of the forthcoming N64 title, Cruis'n USA. It seems the 'Big N' took offence to a section of the game that involved running over animals. Killjoys, eh?



RIDE THE WIND!

The first screenshot from a new action/racing game by Nihon System Supply has just been released. The game is called Cabriolet Battle 3000. Unfortunately this is all we know, but we're doing all we can to bring you more info next month.

FANCY A GAME OF CONQUERS?!

Virgin Interactive, who are currently working on Freak Boy for the N64, have just announced they're also developing a version of Command & Conquer, which is hoped will be released during 1997. C&C is a cross between an action/strategy game in which you order your armies into battle against the enemy.

QUAKIN' IN MY BOOTS!

GT Interactive has also announced its forthcoming N64 plans with the news that they are currently developing Hexen and Quake. Hexen is more than just a Doom clone; it incorporates many RPG elements, allows you to control either a wizard, warrior or thief, and is made up of one extremely huge level. Quake is known as the 'ultimate' 3D shoot-'em-up, although I'm sure Doom 64 would want to put the record straight on that score.

MUMS STICK CAR BOOT IN OVER £10 NINTENDO

Brawl as two families try to grab bargain

Injured party . . . Linda and Gary Holly lost their fight for a bargain

AND FINALLY!

Don't sell your Super NES! That's the advice we've been passing on for quite some time – and judging by the story printed in 'The Sun' on Friday, 25th October, it seems to be damn fine advice. It seems that two people became rather annoyed as they tried to buy a second-hand Super NES at a car-boot sale. The trouble began when Linda Holly spotted the console for the bargain price of £10. However, as she tried to pay for it, another bargain-hunting mother tried to rip it from her grasp, and before too long, a fight broke out. It resulted with Linda being knocked out, sporting a black eye and a suspected broken arm. Even worse, she lost the Super NES. So, there you have it gang, don't sell your Super NES – it could seriously damage your health.

Story & Picture © 1996 The Sun

TIME TO GRAB YOUR WORM!!

We're giving away 10 copies of Worms on Super NES!! We've received many calls from Nintendoids struggling to get their hands on Worms for the Super NES. It's finally been released with Woolworths having the exclusive rights to the game. However, to save you having to venture out in these winter months, our friends at Team 17 have supplied 10 copies, and they're all for our wonderful readers. To stand a chance of winning, simply answer this question.

Q. Which drink do you associate with worms?
(a) Tequila
(b) Vodka
(c) Whisky

If you know the answer, write it down on the back of a postcard or a sealed down envelope and send it to:

HI WORM, WANNA WRIGGLE? Compo,
NMS, Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU

All entries must reach us by December 31st, 1996, when the winner will be drawn from the bottom of the NMS garden.

Wazzouk

A New Zealand Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

SPECIAL FEATURE

Way back in our August Issue we ran a NMS/T•HQ competition to find the best athletes from Olympic Summer Games. Well, the results are in, so let's look at the final standings.

At long last, the wait is over. Over the past few months we received hundreds of entries, the majority being pretty damn impressive. First, a big "Thank you!" to everyone who entered – even the ones who sent in black photos with no images! So, were you the best of the best, or simply one of the rest? The winners are ready to stand for the national anthem, so let's join them at the podium...

GO FOR GOLD!

EVENT 1: 100M SPRINT

Paul Bittenden, Normanton

Competition was fierce in the 100m with many people clocking up times around the 9.50 seconds mark. However, Paul Bittenden's time of 9.38 seconds was the fastest by at least 0.10 of a second.

TIME: 9.38s **1**

EVENT 2: 110M HURDLES

Peter Jones, West Yorkshire

Again, many people blitzed Dave's record, but for once there was only one person's time that really stood out. Peter Jones' time of 12.30 seconds made him an easy winner.

TIME: 12.30s **1**

EVENT 3: LONG JUMP

Will Roberts, Stevenage

Okay, we all know that 9.01 metres was the furthest you can jump. Unfortunately, there could only be one winner, so Will Roberts was the lucky athlete to be drawn out of Shaun's running shoe.

DISTANCE: 9.01m **1**

EVENT 4: TRIPLE JUMP

Ryan Hanson, Blackpool

It looked like this too would have to be tied with many athletes clocking 18.54 metres. However, it could be beaten, and Ryan Hanson managed that extra centimetre to jump 18.55 metres and take the gold.

DISTANCE: 18.55m **1**

EVENT 5: POLE VAULT

Lee Mardon, Edgware

Many of you put Pete's pitiful jump of 5.80 to shame (as we thought you probably would). Once again there could only be one winner, and Lee Mardon's jump of 6.20 metres was enough to secure the medal.

HEIGHT: 6.50m **1**

EVENT 6: JAVELIN

Robert Lamb, Ilminster

What can we say about Robert Lamb? Whilst most others clocked up impressive 96.00+ metre throws, he annihilated the rest of the field with a gob-smacking 98.84 metres. Give this man a Gold Medal!

DISTANCE: 98.84m **1**

EVENT 7: DISCUS

Richard Hudson, Newcastle

At one point, the early lead of 64.19 metres looked like it would be enough to snatch victory. However, Richard Hudson had other ideas, and threw the discus a whopping 75.60 metres to take the title.

DISTANCE: 75.60m **1**

SPECIAL FEATURE

There were many confused readers when we printed our Skeet Shooting and Archery scores. The reason for this was that when we ran the competition, we played an early version where you were able to clock up the high scores. Anyway, we asked for your best scores, and we were pretty impressed with the results.

EVENT 8: HIGH JUMP

Dale Russell, Nottingham

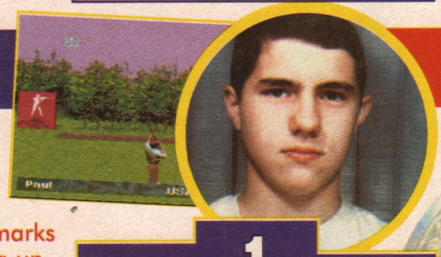
Again, many of you were able to scale the dizzy height of 2.50 metres. When it came to a jump-off to decide the gold, Dale Russell leaped ahead of the field and onto the winner's podium.

HEIGHT: 2.50m **1**

EVENT 9: SKEET SHOOTING

David Forsyth, Portsmouth

A steady arm was the key to Skeet Shooting, and many rifle fanatics produced very reputable scores of 23. However, top marks to David Forsyth for notching up a perfect 25 out of 25.



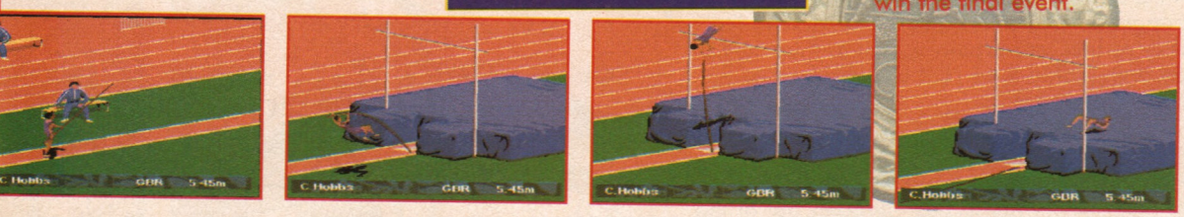
SCORE: 25 **1**

EVENT 10: ARCHERY

Neil Harvey, Bracknel

The last event was also very close, and at one point a score of 165 looked good enough to secure the win. That was until Neil Harvey stepped up and shot an awesome 176 to win the final event.

SCORE: 176 **1**



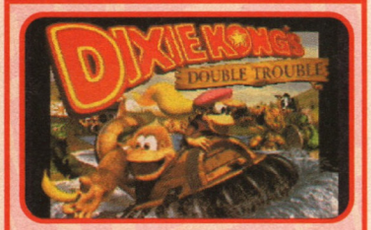
Derbert

An English Expression For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: NINTENDO
- PRICE: £??.??
- RELEASE: LATE NOVEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 32 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: No
- OPTIONS: No

GAME INFO

- GAME ORIGIN: Rare go for a triumphant hat-trick with its third Kong outing.
- GAME DIFFICULTY: Moderate
- SCORE TO BEAT: Reach the isle of Mekanos.
- ALTERNATIVES: Donkey Kong Country, DKC2: Diddy's Kong Quest, Toy Story.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent

X — Not used

A — Pick up partner

B — Jump

Y — Special attack/Run/Throw

L/R — L: Suck water/barrels
R: Squirt water

S — Start: Pause
Select: Not used

GAME CREDITS

- DEVELOPED BY: RARE
- DISTRIBUTED BY: NINTENDO
- MADE IN: UK
- ARTWORK: © RARE

Well, I'll be a monkey's uncle! Rare's back with the third game in the ground-breaking Donkey Kong Country series! "But..." gasp the bedazzled Nintendoids of the world, "how can even those talented Rare lads improve on perfection?!?" Like this, o unbelievers, like this...

World Exclusive

DIXI

To lose one giant ape is sheer carelessness, but to lose two... well, it's unforgiveable. But that's what's happened in Donkey Kong Country 3: Dixie Kong's Double Trouble. While on what should have been a pleasant, relaxing camping trip in the jungle, the peckish Donkey and Diddy Kong wandered off in search of bananas and never came back! Now it's up to the ever-reliable Dixie to set off and find them. But luckily she doesn't have to go alone 'cos there's a new addition to the Kong Klan; called Kiddy, he's an overgrown nipper in a nappy and he's all set to make a rumble in the jungle! (But let's hope Dixie changes his diapers when he's done though, eh?)

TWO CAN DO IT!

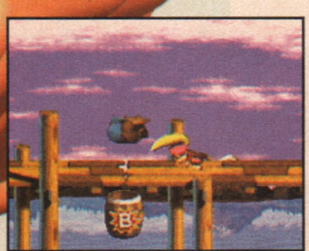
Each of the hairy heroes has their own unique skills and abilities, all of which must be mastered if you're to find out what happened to Donkey and Diddy. And while they're fine individually, together they make an unbeatable team. Let's take a look at what they can do...

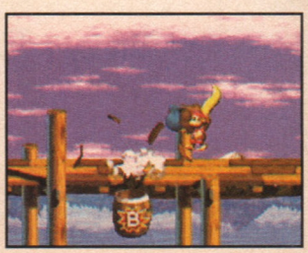
DIXIE KONG

As in DKC2, Dixie can use her flowing mane of hair like a whip to bash baddies out of the way and like a helicopter's rotor to slow her fall. In addition she can pick up Kiddy and throw his bulk against suspicious-looking broken floorboards and cracked stones to reveal hidden rooms. She can even jump on Kiddy's back and roll him around like an overturned barrel! Don't worry, he doesn't mind – in fact, he likes it!

KIDDY KONG

My, what a big baby! Having only just learnt to walk Kiddy's a little slow on his feet, but his chubby cheeks are just perfect for butt-bashing the bigger baddies who are immune to Dixie's feebler frame. He's also got a neat rolling attack that sends the Kremlings and their allies flying. Being unfeasibly strong for his age, Kiddy can throw Dixie high into the air – handy for reaching bonus barrels and secret rooms.





REVIEW

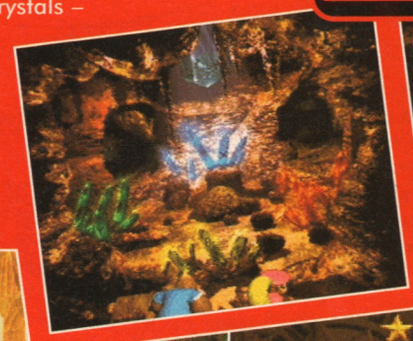
SUPER NINTENDO ENTERTAINMENT SYSTEM

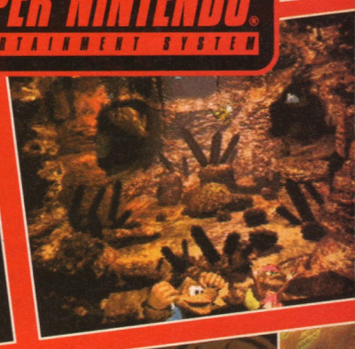
E KONG'S

DOUBLE TROUBLE

DRIVIN' ME BANANAS!

There are many odd creatures inhabiting this strange land but none are odder than the Banana Birds, so-called because, er, they look like bananas. These rare creatures live in hidden caves, hibernating inside crystal nests. Should Dixie and Kiddy find one of these caves, they can awaken the bird from its slumber by repeating the music of the crystals – the coloured gems will light up in a certain order, and by repeating the pattern using the joypad buttons you shatter the nest and release the bird. Find all the birds and a secret will be revealed!



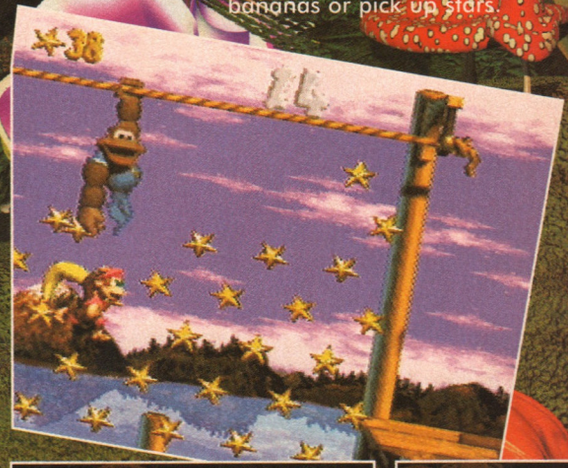


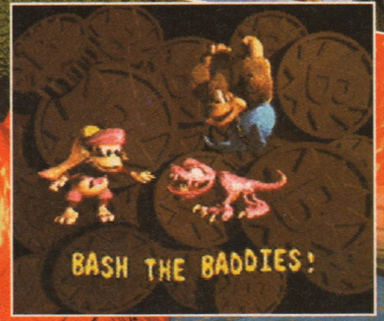
WHAT A WONDERFUL WORLD!

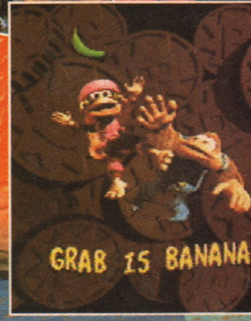
Dixie and Kiddy's search for their chums takes them into the heart of a strange, unexplored land, where they'll face foes both old and new and meet some new pals – the Brothers Bear. At first their quest is hampered by the fact that certain areas are blocked off by impassable rocks and waterfalls. However, by completing helpful tasks for the friendly Bears they can earn the parts for a Motor Boat, a Hovercraft and finally a Turbo Ski. Built by Funky Kong in his workshop, these high-powered vehicles allow the Kongs to sail past any obstacles.

EYES DOWN FOR A BONUS!

Barring the secrets of the Lost World, DKC3 offers Kong-meisters 40 massive levels to get their teeth into, as well as a staggering 82 Bonus sub-games. There's at least two Bonus barrels secreted somewhere within each level, and you'll need to find and complete them all (thus earning a Bonus Coin) to see the game's full ending. These Bonus games are all tense races against the clock to bash baddies, collect bananas or pick up stars.







REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BEAR NECESSITIES!

DKC3 boasts all the top platforming action of the previous Kong games, but now adds a unique RPG-ish adventure element to the mix. This mostly centres around the Brothers Bear, who live in cosy wooden cabins dotted around the game's many lands. On visiting them the Bears will typically ask you to find a special item or complete a minor task. Comply with their requests, and you'll be rewarded with a goody, such as a part for one of Funky's vehicles, the location of a Banana Bird, a Bonus coin, etc.

Boo-hoo! Everyone's gone and forgotten Blue's birthday again! Sob! This happens every year! It's not fair. Just once I'd like a present on my special day...

Okay, I'll swap you two Les Ferdinands for one Ryan Giggs. Go on, it's a bargain. You always get a good deal from Barter. Alright, if you don't want Les, how about a wrench...?

Hello, loyal and trusted customers. Bazaar here, open 24 hours each and every day, and always ready and willing to make a sale. Fancy a banana? It'll cost ya...

Brrr! I may be covered in fur, but it's so cold even Blizzard's feeling the chill! Find a way to warm me up and I'll let you have a go on me skis. Go on, I'm bloomin' freezin'!

I'm Baffle, the greatest code-breaker in the world. But even I'm having a bit of trouble with this latest Kremling Kode. Perhaps I should take a break and reflect on it...

Look at ya! All fat and unhealthy! Disgusting! You'll never beat Brash's time on the Riverside Race carrying all that horrible flab! I've applied to be a Gladiator, ya know...

Ahoy there, me 'nana-noshing hearties! Barnacle's the name, and I love the salty tang of the sea. Bring me a shiny shell, and I'll reward you hand-somely for it!

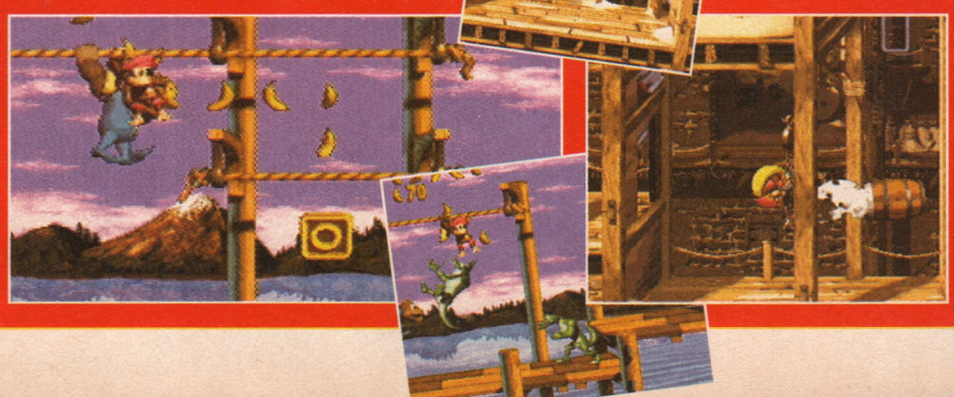
Pssst! I'm Boomer, and I live in a very secret hideaway. I've only told Blunder where it is, and he won't give anything away. Remember: you ain't seen me, roight?

LAKE ORANGATANGA

Each of the flagged locations on the world map takes you to a different land. As you complete the levels within each land, a flag is raised (pink or blue depending upon whether you completed the level with Dixie or Kiddy respectively), and if you find a Donkey Kong Koin a yellow flag is raised too. Helpful, eh? Lake Orangatanga is your first stop, a lush land surrounding a deep blue lake where the living is easy – well, easier than it is later, anyway...

1 LAKESIDE LIMBO

Sneeks and Kobbles patrol the piers of this level. But with the aid of your new friend Ellie the elephant you'll breeze through to the finishing flag in no time!



2 DOORSTOP DASH

Here you have to pull handles hanging from the ceiling to open doors, then run through before they close. Take care you don't run into any Buzzers!

Ooh-hoo! Why not take a break from all that tiresome Kremling bashing and pop over to Bramble's for a nice cup of tea. Don't forget to bring flowers. I love flowers...

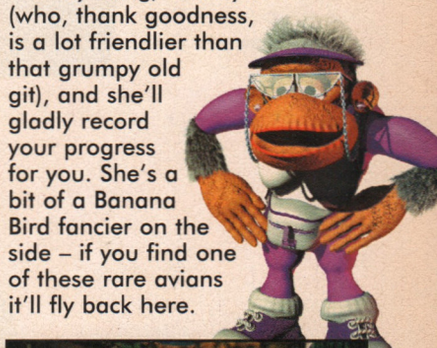
Right! Pay attention, Kongs! Bazooka here, and I've selected you for a very important mission, namely to find me some ammunition for my cannon. Step lively, lad!

Wanna know a secret, do you? Ha! You'll never get Blunder to tell you there's a Lost World under the big lake... Er... That was a joke. Honest. There isn't really. Um. Oh dear...

Hallo! We're Benny and Björn and we like crazy fun, yes please? You help us fix our chairlift, and we'll help you in returnings. You can be sure of it, no?

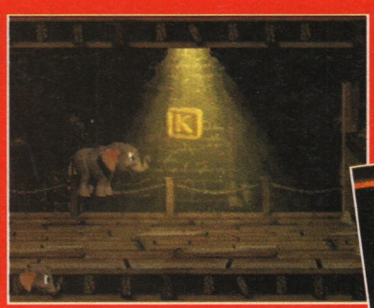
BIRD-BRAINED WRINKLY!

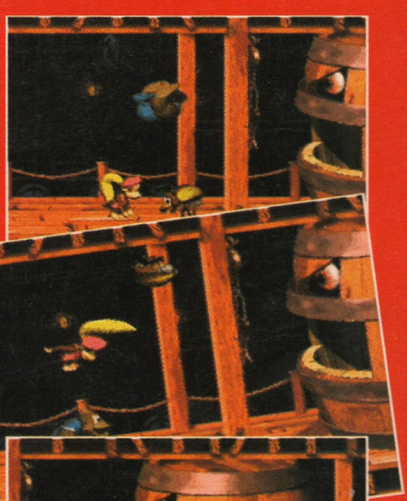
In the later levels DKC3 becomes *extremely* tough, so you'll be pleased that you can now save your games for free. All you have to do is visit Wrinkly Kong, Cranky's wife (who, thank goodness, is a lot friendlier than that grumpy old git), and she'll gladly record your progress for you. She's a bit of a Banana Bird fancier on the side – if you find one of these rare avians it'll fly back here.



5 MURKY MILL

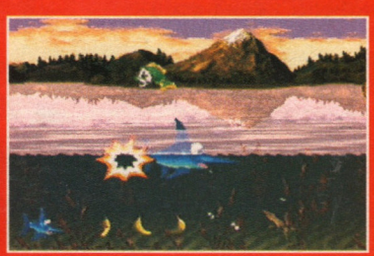
Ellie's back! Trouble is, she has a fear of Sneeks – and this old mill is full of 'em! If one gets too close she'll run away, so make use of the barrels lying around.





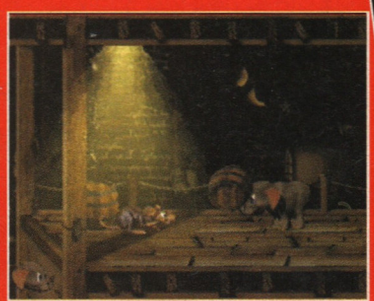
6 BELCHA'S BARN

Blurt!! This big-toothed barrel-like boss is a right rude 'un, burping Knik-Knaks at you as he tries to push you off the platform and into oblivion. Just chuck 'em back into his smelly gob to send him packing.



4 SKIDDA'S ROW

It's time to take to the ice! Skiddas and Krimps are your main foes here, slipping and sliding on the snow-covered platforms in an annoyingly unpredictable fashion.



3 TIDAL TROUBLE

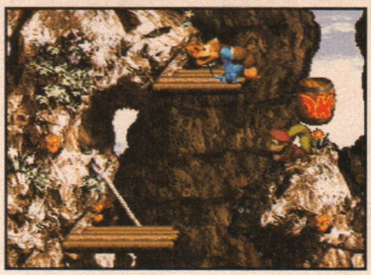
Yet more pier panic here, along with a dash of sub-aquatic exploring. Oh, and keep an eye out for your old pal Enguarde – he makes getting past those drifting shoals of Koco fish so much easier!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

LET'S HAVE A BARREL O' FUN!

Barrels, barrels everywhere – and they're all darn handy! In fact, Dixie and Kiddy wouldn't be able to complete their quest without them! Here's an overview of what they all do...



KEG

Being constructed from metal, these are somewhat heavier than normal barrels and so are more unwieldy to carry around. However, used correctly, they'll knock even the nastiest nasty for six.

CANNON

Cannon barrels come in two 'flavours': ones that point in a fixed direction and fire Dixie and Kiddy as soon as they jump inside, and ones that spin around and fire when you tap the joypad button.

NORMAL

Nothing special about these – they're simply plain, good old-fashioned barrels, just like the ones your ma used to make. Very useful for picking up and chucking at the feebler foes you meet.

TRACKER

These act just like cannons, hurling Dixie and Kiddy high up into the air. However, the twist is that you can move the barrel left or right as they fly, to manoeuvre the two Kongs past Buzzers and such like.

DONKEY KONG

The saviour of the lonely monkey! If you've somehow managed to, erm, 'mislay' Dixie or Kiddy, you'll find them tucked away, safe and sound, in a barrel like this. Just tap 'em to unwrap 'em...

KREMWOOD FOREST

The Kongs' quest takes a turn for the spookier when they enter the dark and mysterious Kremwood Forest. After many hours hacking their way through the entangled undergrowth, the two cheeky chimps emerge in a sunlit glade with a river running through it. But there's no time to stop for a quick banana break 'cos many and varied challenges lie ahead. And just what is the dread secret behind that tree with the scary face...?

1 BARREL SHIELD BUST-UP

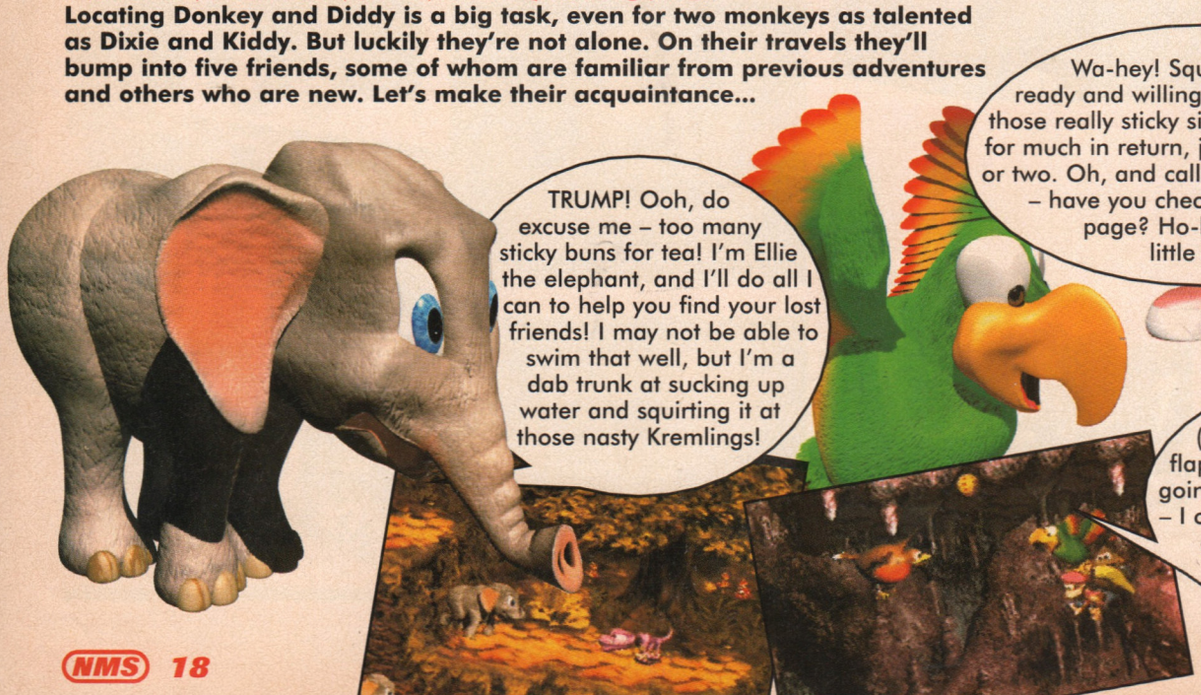
Mind the Minkeys! These pesky acorn-throwers are the biggest threat to your health as you climb the ropes inside hollowed-out tree trunks. Thank goodness for the protection of the shield barrels!

2 RIVERSIDE RACE

You'll have to move fast on this level! It's a race, you see, over grassy knolls and past languid water pools. But don't hang around too much – there's a swarm of angry bees which'll punish any dawdlers!

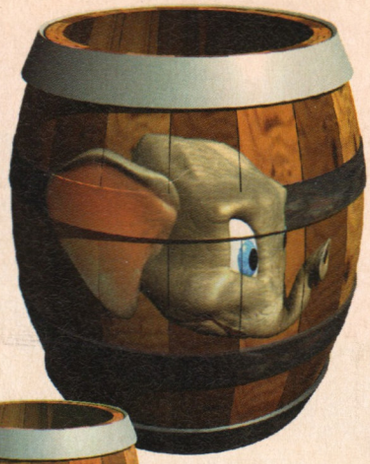
FRIENDS AND NEIGHBOURS!

Locating Donkey and Diddy is a big task, even for two monkeys as talented as Dixie and Kiddy. But luckily they're not alone. On their travels they'll bump into five friends, some of whom are familiar from previous adventures and others who are new. Let's make their acquaintance...



REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

CONTINUE
Around the mid-way point of every level you'll come across a barrel looking like this – grab it as soon as you see it! Now if you fail to reach the end of the level you'll restart from here instead.



PETE
Beware this evil Barrell! He's an annoying little git who's really spawny at Mario Kart, cheats when he's not, and reckons everything's "Rubbish!". Luckily he doesn't actually appear in DKC3.

FRIEND
Barrels marked with the picture of, say, Ellie (as shown here), contain – a little unsurprisingly – a trapped Kong kompanion. Free them from their wooden prison and their abilities will be yours!

GHOST
Wooo-ooo-ooooo! These spooky cannon barrels flicker in and out of our dimension. Whatever you do, don't jump into them when they're pointing at a baddy, or you'll be fired to your doom!

ROCKET
Flamin' 'eck! These barrels zoom into the air, just as their name would suggest, and then blast Dixie and Kiddy into the stratosphere! Don't make a splash landing, Kongs!

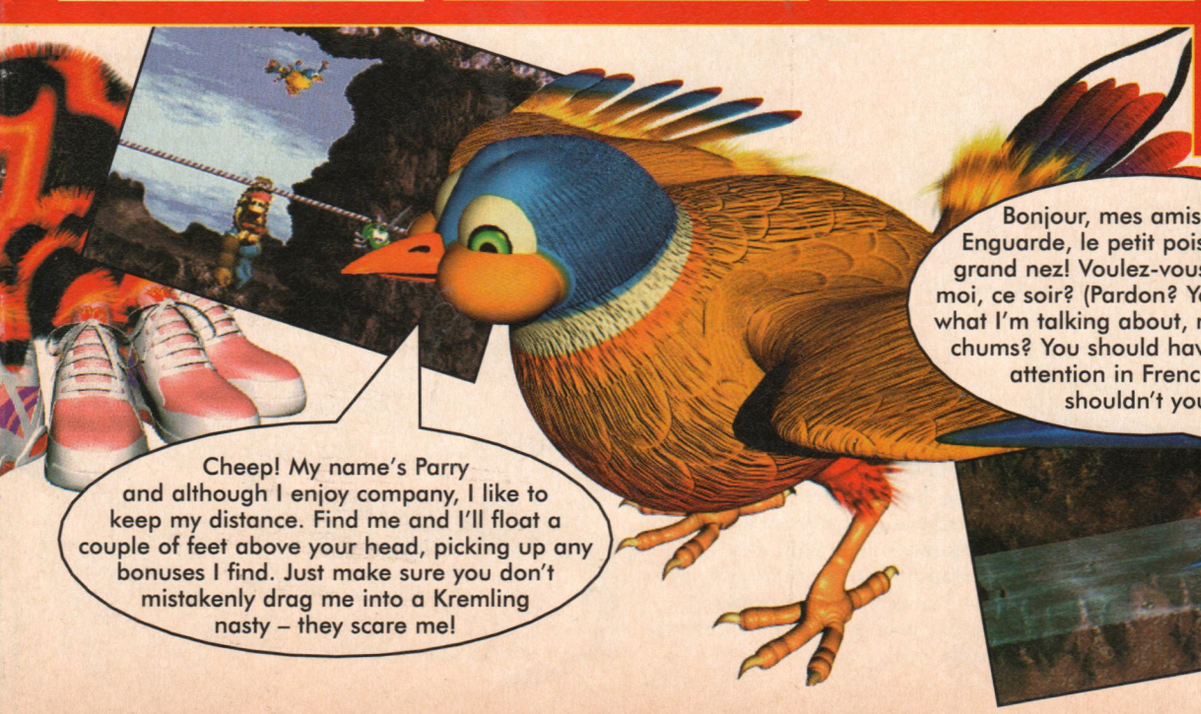
SHIELD
These most commonly appear on the tree-climbing stages, and protect you from Minkeys. Some are fixed, but others move up and down – make sure you don't get left behind!

6 ARICH'S AMBUSH
The secret of the spooky tree is revealed! It's the lair of Arich, a monstrous spider. Lob enough barrels at his bonce and evade his hairy legs and poisonous spitballs, and you'll soon be able to move on.

3 SQUEALS ON WHEELS
The shutters blocking D&K's way are powered by Sneeks inside wheels. Only by bashing them with barrels can progress be made. Oh, and meet Parry, a helpful bird!

4 SPRINGIN' SPIDERS
Those yellow and purple Nids may look vicious, but they're actually quite handy – you can use them as springboards to upper platforms. But take care, or they'll launch you right into a wandering Buzzer! Ouch!

5 BOBBING BARREL BRAWL
Once again Ellie takes a starring role, and shows off a new skill – she can suck up water and spit it at baddies! And she'll need it too to get past the hordes of Sneeks, Buzzers and Kocos infesting this level.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

COTTON-TOP COVE

"Cotton-Top Cove is one of the most beautiful and scenic areas in Donkey Kong Country," gushes the Kong Country Tourist Guide. "With three serene waterfalls, crystal clear lakes and winding paths through the mountains, Cotton-Top Cove is the ideal place to spend a relaxing weekend with a hairy chum." However, don't be fooled by cosy appearances – this land is crammed with evil monsters and baddies, all of whom, gibbon half a chance, would gladly kill an unsuspecting Kong!

BAZZA'S BLOCKADE

This underwater level is packed with Bazza fish who live in narrow tunnels and spring out whenever the Kongsters try to squeeze through! Look out for Enguarde though – he hates those damned fish too!

ROCKET BARREL RIDE

To reach the top of this rocky level, the Kongs must use rocket barrels which blast 'em into the sky. However, Zingers love to hover around the barrels and knock our heroes right back down to earth, the sods!

FUNKY'S RENTALS

The koolest of Kongs, Funky, has given up his aircraft business to concentrate on creating the hippest boat in the world! At the start of the game, all Funky can offer you is a crap Motor Boat which can sail the calm waters, but is useless for reaching difficult levels. However, if you can find certain items, Funky will be able to build you a Hovercraft which can glide over stepping stones, or even a powerful Turbo Ski which can scoot up waterfalls with total ease!

KREMLINGS

If you thought the evil Kremling menace ended in DKC2, think again! Yes, the lizard-like loons are back to cause yet more monkey mayhem!

KLASP

Other Kremlings often found lurking in barrels are the Klasps who hang from ropes and try to dislodge our monkey pals. Quick reactions are essential to avoid these rogues.

RE-KOIL

With powerful springs for tails, these bouncy beasts jump up and down relentlessly, just waiting for a Kong to mistime a crucial jump! Just be *really* careful, Okay?

KNOCKA

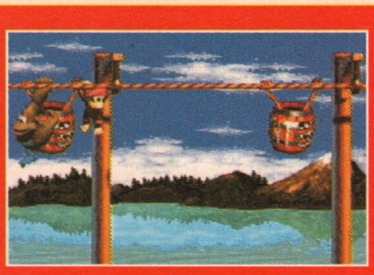
Knockas are barrel-ridden Kremlings who charge at the Kongs with their skinny arms flailing around, trying to knock 'em off the edge of high platforms! You'll quickly learn to detest them...

KRUMPLE

Even our hairy heroine Dixie is no match for these Kremlings. However, the new Kiddy on the block is hefty enough to bash these muscular monstrosities! Three cheers for Kiddy!

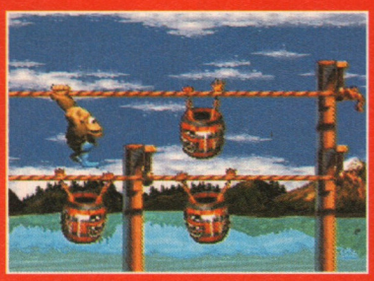
KOBBLE

These bog-standard Kremlings patrol most the the early levels in a vain attempt to stop the Kongs finding Kaos' lair. However, being pretty wimpy, it only takes one bash to finish 'em!



KREEPING KLASPS

To cross this pier the funky gibbons must use a series of ropes, all of which are plagued with Klasps. These nasties aim to knock the monkeys into the lake where a nasty Nibbla is waiting to eat them!



TRACKER BARREL TREK

To climb this beautiful mountain, the Kongs must use Tracker Barrels to find Ellie who can suck water from the waterfalls and shoot those annoying Buzzers. Beware the nasty Krumples, though...

FISH FOOD FRENZY

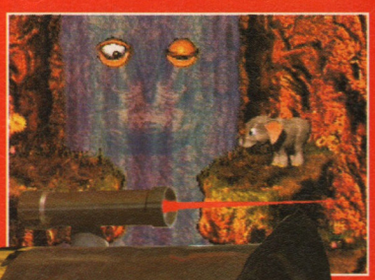
This level sees our friends chased by a Jeckyl Fish who, when a bit peckish, takes a bite of scarlet monkey bottom! Make sure you feed him Koco fish, but avoid Lurchins as they upset his tummy!

SQUIRT'S SHOWDOWN

Cotton-Top Cove's boss is a lizard-thing which lives behind a waterfall and spits at poor Ellie! However, whenever he peeks through the water to take aim, Ellie can blind him with a splash of water! Ouch!

SWANKY'S SIDE SHOW

Poor old swanky... After having his own TV show in DKC2, the silly blighter's now running a target range in a poxy tent! In Swanky's bonus games the Kongs are pitted against Cranky Kong who reckons that he can hit more targets than his naughty grandchildren. For two Bear Koins the Kongs are given a choice of three games: Head To Head, where the little Kongs must hit as many targets as possible; Race To 25, where they must reach 25 direct hits before Cranky; and Endurance, where the longer they last, the more Bear Coins and bananas they'll win!



SKIDDA

The Skiddas are often seen in snow levels, trying to make their scaly feet grip the ice. However, although they're pretty weak, it's easy to slide a silly Kong into one of these oh-so-slippery customers.

KOPTER

These whirling fiends live in subterreanen levels and spin round aimlessly, waiting for a monkey to get caught in their deadly rotor blades! Give 'em the chop!

BAZUKA

If you wander into a level and find a stream of barrels hurtling across the screen, you can be sure that a Bazuka Kremling is nearby, shooting at you with his huge cannon!

KRIMP

Krimps are nasty Kremdogs who wander around most levels, snapping their huge jaws and chasing unwitting monkeys. You'll soon be wishing for a rolled-up paper to get your own back!

KOIN

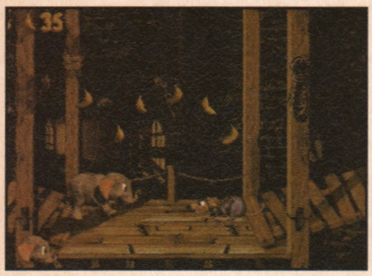
These Kremlings are guardians of the valuable DK Koins, and our heroes must work-out how to bash them from behind with a metal keg. However, it's not as easy as it sounds...

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BADDIES
Not all of the nasties trying to stop our two hairy heroes are Kremling flavoured. That doesn't stop them being a right pain in the monkey's butt, though...

SNEEKS
A distant relation of the cutesy Neeks in DKC2, these scrawny rats love nothing better than biting Kongs and scaring our poor friend Ellie, the fiends!

MINKEYS
These malicious apes live in trees and throw acorns at the peaceful Kongs, the traitors! The only way to avoid a Minkey attack is to hide behind a barrel and run when you get the chance...



LEMGUINS
Found in icy levels, these dopey penguins spend cold afternoons hurling themselves off the edge of cliffs directly at innocent Kongs! Strange bunch...

KNIK-KNAK
Knik-Knaks are dopey beetles who crawl around outdoor levels, their tough outer shell protecting them from Kong attacks. However, just knock them upside down and then finish 'em!

GLEAMIN' BREAM
Scared of the dark underwater levels? Want to throw some light on the subject? Well, why not use Enguarde to poke these porky fish and they'll light the way for you!

BRISTLES
Unlike most of the DKC nasties, these rogue hedgehogs have spikes which make them totally impervious to Kong bash attacks. There's nothing you can do... except run away!

MEKANOS
The fearsome city of Mekanos takes our heroes from the beautiful scenery of Donkey Kong Country and throws them into ugly, industrial buildings populated by some of the game's most wicked monsters. Mekanos is also the first place that you'll come face-to-face with KAOS, the evil robot and new master of the Kremlings who has a passionate hate for all things Kong! Scared? Oh, you will be!

FIRE-BALL FRENZY
This level introduces the fireball-wielding, monkey-loathing Karbines. However, being owls, these nasties are wise enough to hide in the background and shoot at the Kongs from a safe distance!

DEMOLITION DRAIN-PIPE
Prepare yourself for a frantic race through a drain pipe on a toboggan! Quick reactions are essential to make sure you catch overhead rails to avoid holes, and jump back down again to miss Buzzers!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

NID

Not strictly a nasty, these springin' spiders provide the Kongs with a platform which will shoot them to higher levels. However, some work in conjunction with Buzzes to thwart the monkey's plans!

LURCHINS

These underwater menaces have a hard outer-shell which protects them from Kong attacks. Watch out for their big-mummy boss, though – she's a monster!

BAZZA

Bazza fish live in tunnel walls and attack in waves, forcing our friends to weave a treacherous path through their snapping teeth. As with so many DKC nasties, good timing is essential!

NIBBLA

With their huge jaws, these fish can be a right nightmare for Kongs. To make matters worse, they follow monkey movements, just waiting for one to drop in for tea!

KAOS KARNAGE

This is it, your first confrontation with KAOS himself! KAOS likes to roast monkeys with a blast from his rocket-engine and eye-lasers, while slashing simians with powerful razors is another of his hobbies!

BOOTY BIRD

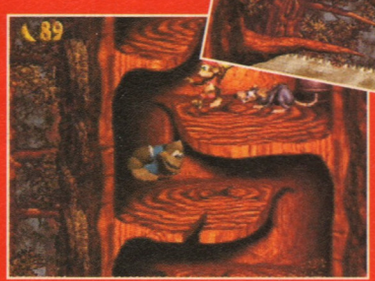
These porky robins hover in the sky. If bashed, they reveal metal kegs which can be used to win juicy DK Koins!

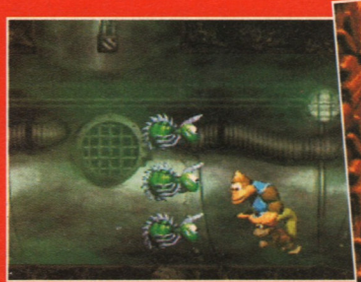
RIPSAW RAGE

Taking a break from the industrial nightmares, this level sees the spunky monkeys being chased through a huge oak tree by a vicious ripsaw! Savage Buzzers and Sneeks lurk there too!

BLAZING BAZUKAS

This level is crawling with Bazukas who fire streams of wooden barrels at our heroes. However, you can beat the baddies at their own game and use the barrels to cross vats of molten lava!





LOW-G LABYRINTH

You'll believe a monkey can fly... In this pipe the Kongs are subjected to zero-gravity where jumps are exaggerated and movement is extremely sluggish. It doesn't help you avoid the Buzzers, though!

C'MERE... AND THERE'S MORE!

Okay, so now you know about Lake Orangatanga, Kremwood Forest, Cotton-Top Cove and Mekanos. However, these lands only lead you as far as your first encounter with KAOS, and there are many more challenges to discover before you can be reunited with Donkey n' Diddy. Believe it or not, the incredible coders at Rare have even included a secret world which is hidden at the beginning of the game, but which can be revealed by unlocking some of the game's more difficult puzzles. Want to know more? Keep reading NMS and all will be revealed!

HEAR MY KONG!

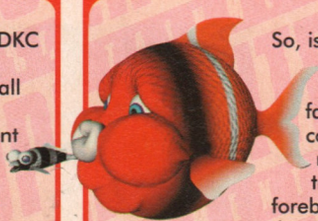
Unlike earlier DKC adventures, finishing the game will not stop you coming back time and time again. With so many Bonus, DK and Bear Koins to collect, and a flock of mysterious Banana Birds to discover, you can be sure that there are many secrets which Rare are keeping under their large hats. In fact, although experienced Kongmeisters will complete the game reasonably quickly, the percentage meter which indicates how much of DKC you have discovered will keep you coming back to find all the extra you missed!

COMMENT

The first time I saw the original DKC was on a tiny monitor in a local computer shop. Even on this small screen, I was amazed by the graphics, the fluidity of movement and, of course, the addictive gameplay. DKC2 was also excellent, but I was worried that Rare may have been tempted to cobble together another identical Kong game, confident that it would still sell tonnes. How wrong I was! With its RPG elements, hidden secrets, increased number of bonus games and the best graphics EVER on the Super NES, DKC3 is the most exciting and rewarding game in the Kong trilogy. Even though the game is easy to begin with, the difficulty increases ever-so-slightly each level so that, by the time you are approaching your second encounter with KAOS, you'll be tearing your hair out in frustration! The best title in the series – if you don't buy it, your life will never be complete!

DAVEY

COMMENT



So, is it third time lucky for Rare? You bet! Unlike 99.9% of videogame sequels, DKC3 is far more than just a lacklustre collection of reheated levels and monsters. Instead it takes the tried-and-tested gameplay of its forebears, gives it a fresh twist and then adds tons of excellent new features. Without doubt, Rare's most inspired idea is the RPG-ish element as provided by the Brothers Bear. Don't worry, haters of Zelda and its ilk, it's not that complex but it does add a pleasing depth to the platform-pounding proceedings. Also, DKC3 is less linear than its prequels, with the players having more freedom to explore than ever before. In terms of graphics and sound, DKC3 excels too, even improving on the already top-notch standards set before – the wonderfully detailed backgrounds are especially impressive. Trust me, platform action doesn't get any better than this – it's the essential Xmas gift!

DAVE

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	
YEAR	■	■		

GRAPHICS

99

▲ Astounding! Rare has managed to squeeze even *more* out of Nintendo's 16-bit beauty, creating the most detailed, beautifully animated Super NES graphics you've ever seen.

SOUND

95

▲ A brilliant theme tune on the title screen is matched by some spot-on jingles throughout the game that perfectly suit the style of each and every level. Top sound effects too!

PLAYABILITY

96

▲ All the slick, finely-tuned action and massive gameplay variety of the previous Kong sagas, but now with an excellent RPG-style element too that adds depth and intrigue to the adventure!

LASTABILITY

95

▲ Huge levels and a stiff challenge ensure that it'll be an age before you finish this game. And the secret bonuses, hidden banana birds and plethora of other mysteres will keep you coming back for more!

OVERALL

98

The boys at Rare have surpassed themselves once again! DKC3 is easily king of the Kongs, proving superior to its illustrious predecessors in absolutely every area, from gameplay and graphics to challenge and variety! You've never had it so good!

All the magic of Disney

"Maui Mallard offers a challenge which everyone will enjoy. Top notch presentation and slick playability. Donald Duck rules - and that's official!"
NMS - **87%**

"Pinocchio's a great little game. The brill animation mimics the Disney cartoon accurately."
NMS - **Sept 96**

All the challenge of Nintendo

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PREVIEW

Talk about yer exclusives! Just before we went to press we received an express delivery package from Nintendo in Japan. Inside were tons of new shots and info of the game that's destined to stop all work in the office this winter. It's called Mario Kart 64. You might have heard of it...

The Super NES has a vast and varied library of truly superb games. But of them all, one in particular stands out as the very apex of multi-player fun: Mario Kart. And although time and technology marches on, great gameplay remains – even now, some four years after SMK's original release, we still play the game in the NMS office almost every day. Naturally, then, the imminent launch of Mario Kart 64 (that mysterious 'R' suffix has been dropped) has got us all *very* excited. And if you've got a similar love of classic software, you'll be very excited too.:.

マリオカート

MARIO KART 64

THE AW

NOW DONK

LET'S OFF-ROAD!

Mario Kart 64 offers the same game options that the Super NES original did, but with some interesting twists made possible by the N64's phenomenal processing power.

GRAND PRIX

One or two players (on a split-screen) compete against CPU racers in four championships of increasing toughness: Kinoko Cup; Flower Cup; Star Cup; and Special Cup. Each Cup consists of four races over different courses, with points awarded according to where each of the competitors finish.

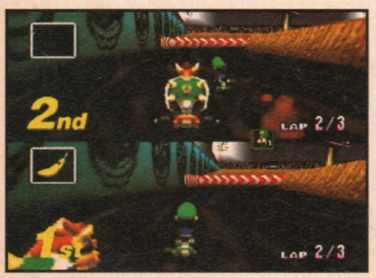
TIME ATTACK

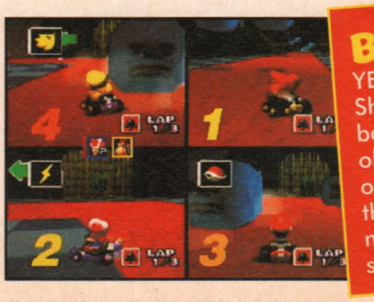
No competitors – just you, the open road and the challenge of getting the best time possible. Get a record and it can be saved onto the cart or the Memory Pak; then, in future Time Attacks, you race against a 'ghost image' of yourself! Wooo!

(ABOVE) Oi, Peach! Watch out for that... Oh, too late!

VERSUS

Allows up to four players to race against each other (in three- and four-player modes, the screen is split into quarters). There are no CPU racers, but there's an optional 'Bomb Buggy' which zooms about – if you crash into it, you lose precious time.





BATTLE

YES! There were rumours that Shigeru Miyamoto wasn't going to bother putting this in the game, but obviously someone convinced him otherwise. Beyond the fact that there are four Battle Courses little more is known about this mode, so stay tuned!

GAME DATA

- *GAME:* MARIO KART 64
- *BY:* NINTENDO
- *RELEASE:* 14th DECEMBER (JAPAN)
- *GAME TYPE:* RACING
- *PLAYERS:* 1-4
- *SYSTEM:* NINTENDO 64

FAST SPIN!

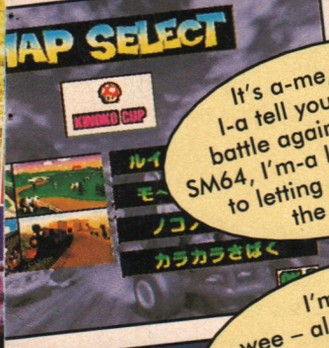
The N64's 3D Stick gives you an amazing degree of control over your kart, allowing you to turn on a dime. And by pulling back on the Stick you can now reverse – handy for getting out of crashes! As you'd guess the A and B buttons control the accelerator and brake, and by pressing them together you can perform a hand-brake turn and spin through 180°! What a rush!

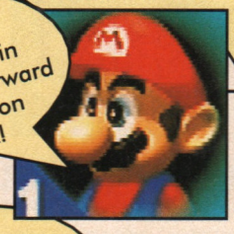
ESOME MARIO KART 64 GEARS UP FOR AN XMAS JAPAN LAUNCH!!

EY KONG AND WARIO TAKE THEIR PLACES ON THE STARTING GRID!!

DRIVERS! START YOUR ENGINES!

Once again, eight characters from Mario's world have put aside their differences for a day and gone karting. Due to prior commitments Donkey Kong Jr and Koopa Trooper didn't make it this time around, so two new(-ish) racers make their Mario Kart debut, Donkey Kong and Wario. In the Super NES game, each racer had one of four different types of handling; it's hoped that the greater sophistication of Mario Kart 64 will permit subtler differences between all eight competitors.





It's-a me, Mario! I-a tell you, after my battle against Koopa in SM64, I'm-a looking forward to letting off steam on the race track!

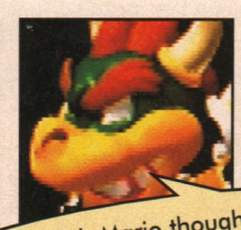
It's-a me, er, Luigi! Dat fat brudder o' mine tries to steal all da glory! He won't win dis toime! I'm da speed king in da family!

Giggle! I don't like going too fast – I get scared. I'm going to paint my kart pink and put a 'Baby On-Board' sticker on the bumper.

The last time I went racing my long tongue got caught in my kart's axle! I won't make the same mistake again – I'm gonna win!

I'm really wee – almost too wee, especially when compared to the likes of Donkey Kong – but it means I go really fast! Whizzzz!

Last time I let Junior uphold the honour of the Kong Klan, and he made a right 'nana of himself! I tell you, if you want something doing...



Foolish Mario thought he'd beaten me, but now I'm back and badder than ever! He'll soon wish he'd never even seen a go-kart...

You can forget the rest – I'M the best! I'll have Mario and the rest of those no-hopers eating my dust! Oh, revenge is so sweet...

PREVIEW

GUESS WHAT...? MORE SECRETS!

"But what about Hyudoro Pond, Mario Circuit, Sherbert Land, Wario Stadium and Peach Circuit?" I hear you cry in bewilderment. To tell the truth, even we don't know! Those secretive bods at Nintendo are keeping these tracks secreted well under their hats, and they're not letting anyone have a look! One thing's for sure, with so many exciting tracks on display so far, the developers must have something VERY special in store! Watch this space...

WE ARE THE CHAMPIONS!

As in the original Mario Kart, the 64-bit version is packed with different tracks, each one presenting its own unique challenges. As well as one-off races, the game also allows you to compete for different cups: for the Kinoko Cup, you must win Luigi Circuit, Moh Moh Farm, Noko Noko Beach and Kara Kara Desert; for the Flower Cup it's Hyudoro Pond, Frappesuno Land, Choco Mountain and Mario Circuit; for the Star Cup it's Koopa Castle, Sherbert Land, Wario Stadium and Peach Circuit; and for the Special Cup it's Kinopio Highway and Donkey Jungle Park. However, each of these cups is more challenging than the last, ensuring that Mario Kart 64 will entertain you for years to come!

LUIGI CIRCUIT

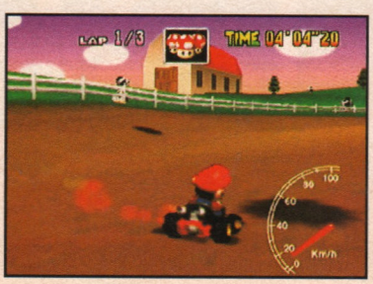
Spread over three lanes, Luigi's Circuit promises high-speed action over an easy course layout. It's an ideal place to get used to the 3D Stick, but watch you don't crash in the huge tunnel halfway round!

NOKO NOKO BEACH

This coastal track is very unpredictable, changing shape constantly as the tide goes in and out. However, don't go too near the water as you can easily loose grip and spin out of control! Dammit!

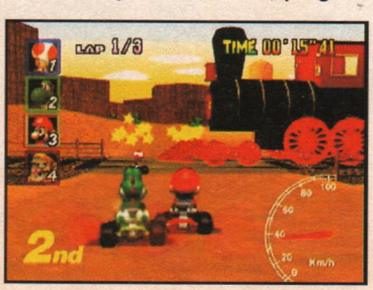
MOH MOH FARM

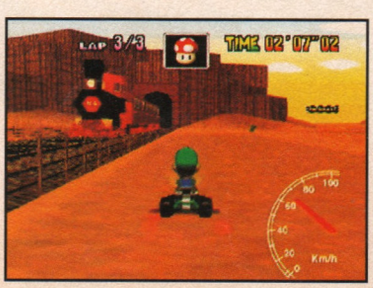
Awww... Look at the liddle cow! This race take place on a dirt track in the countryside where it's easy to slide on the loose surface. Moles lurk here too, so be careful as you pass their homely mounds!



KARA KARA DESERT

The final Kinoko Cup track features a full-size steam train trundling through the centre. Are you man enough to take a short-cut across the railway line? C'mon, ya gotta break the rules to win!





MADNESS IN THE THIRD DIMENSION!

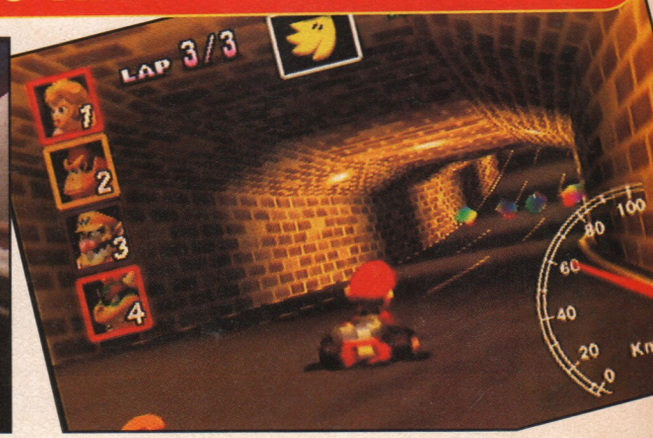
The awesome power of the N64 will be put to full use in Mario Kart 64 to create a realistic 3D racing environment. Rather than the flat tracks seen in the Super NES version, there will be steep ramps and dips, requiring you to accelerate to climb hills and reduce your speed at the bottom to make sure you don't crash. In tunnels the 3D environment will mean that you won't be able to tell what's hiding around the next corner, meaning big trouble if you can't break in time to avoid a trap! The best racing game ever? We hope so!

KLE SIXTEEN EXCITING NEW COURSES FROM ALL OVER MARIO WORLD!!

GASP IN AWE AS MARIO KART RACES INTO THE THIRD DIMENSION!!

KINOPIO HIGHWAY

This busy motorway is packed with double-decker buses and monster trucks which threaten to send you and your kart spinning off the track. However, wouldn't it be a really good (if devious) idea to knock your rvials into them? He-he-he... Just a thought...

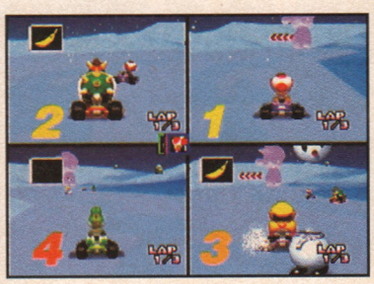


CHOCO MOUNTAIN

This course winds through a steep mountain where you must climb upwards into the mist without falling of the edge. Look out for the boulder sign though – there could be an avalanche ahead!

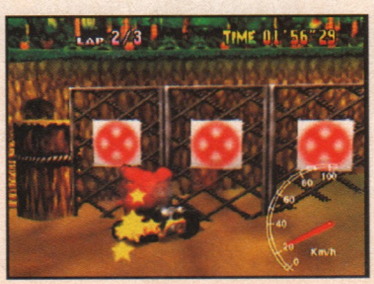
FRAPPESUNO LAND

This slippery track takes you through an icy world where the karts have trouble getting a grip. But what's that in the background? Why, it's an exotic ice sculpture of our old friend Mario!



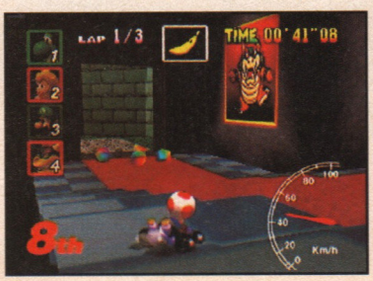
DONKEY KONG JUNGLE

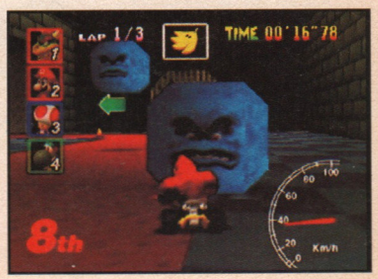
Return to planet of the apes in this frantic race through a steaming jungle. However, to cross a river the racers must jump from the bank and land perfectly on a boat which is moored in the centre!



KOOPA CASTLE

This spooky castle is paved with slippery flagstones, and so it's best to stay on the plush carpet. However, to overtake you'll have to risk a slip, while rogue Thwomps also pose heavy problems!





PREVIEW

IT'S MURDER OUT THERE!

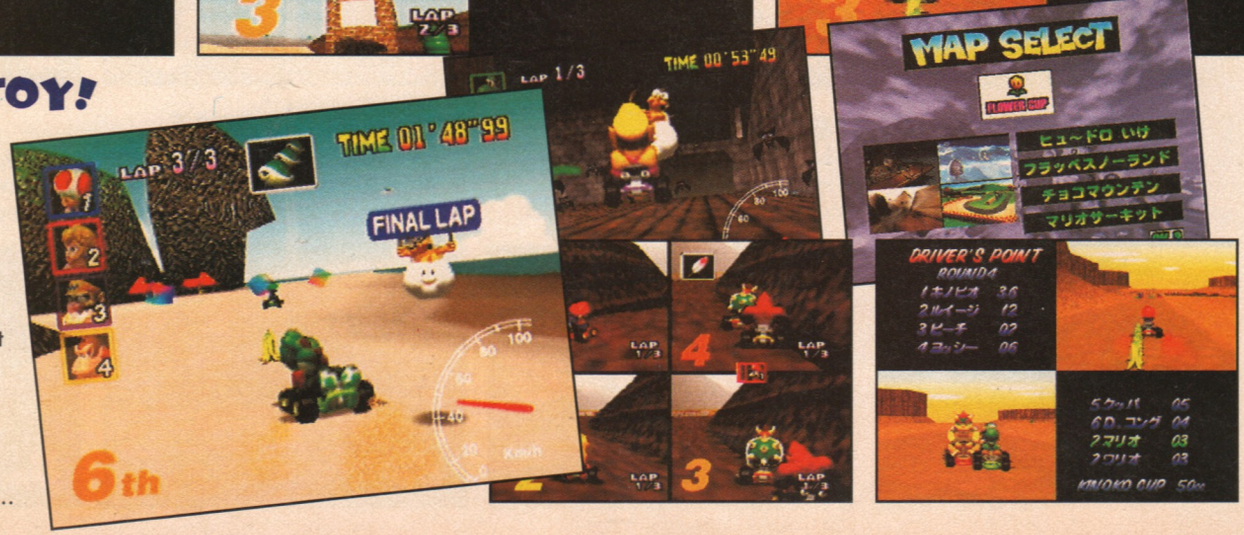
As in the 16-bit prequel, you can pick up items to help you nobble your opponents. These item boxes are represented by pulsating translucent cubes, and once driven into they randomly award you a bonus. Many of the items will be familiar from before, but now bananas come in bunches of up to five (handy for laying barriers) and shells come in sets of up to three (when fired they fan out, making them very hard to avoid). Incidentally, beware of fake item boxes – they're really bombs...

LOVE THE LOGO!

Dotted around many of the courses are loads of advertising hoardings featuring what look like very familiar brand names. Ah, but look closer... They've all be Mario-ised! Each character has their own unique advertisement pastiche – see if you can spot them all!

OH! WHAT JOY!

Mario Kart 64 is a 96Mb cart and is scheduled for release in Japan on the 14th of December, so look out for a MASSIVE 64-Play in the February Issue. In Japan the game will be launched in two packs, one containing just the cart and the other containing the cart and a unique multi-coloured joypad! Will the same happen over here? We'll just have to wait and see...



To: Warwickshire County Council

Department of Health

Petition against Dominic Wheadon

We, the undersigned, wish to submit an official complaint against Mr Dominic Wheadon of 13 Turret Grove, Coventry.

Despite repeated requests from residents Mr Wheadon refuses to remove the 25ft hardboard Venus Fly Trap, pig and palm tree from his garden. The said monstrosities attract hordes of undesirable tourists to the street and causes frequent disruption in an otherwise quiet, respectable area.

Mr Wheadon also refuses to remove the skunks, turtles and bandicoots which continually escape from his garden and foul the footpaths and grass verges.

Lastly we would demand that Mr Wheadon be restrained from playacting scenes from "Crash Bandicoot", the PlayStation video game in his garden, as he creates noise and disturbance all night long, lowering the tone of the neighbourhood.

Name	Address
Gunnar Sprakcing-Bran	17 Turret Grove
David Sprocklug-Bran	" "
Mr Joseph Brentham	3 St. John's Way
Professor C. Hobsbaum	14 Carnegie House, Inglewood Rd.
Mrs. J. Hobsbaum	14 Carnegie Hse. Inglewood Rd.
Mrs. W. Collins	26 Chester Close.
Mr. G.C. Collins	26 Chester Close.
Braverton Coop	4 Plympton Ave
George Hicky Rayner	10 Inglewood Road.
JUDGE A. HIGGINS	32 TURRET GROVE.

SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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SPECIAL FEATURE

So you thought Nintendo wasn't going to have a major UK hardware launch this Christmas? Well, how wrong you were! Okay, so it's not the N64, but the new Game Boy Pocket is here and ready for action. Game on!

To date the Game Boy has sold more than 45 million units around the world, with 2.5 million being sold in the UK alone. Its market share is also very impressive, claiming over 90% of the UK hand-held sales. However, probably the most jaw-dropping statistic is that 46% of homes in the UK with kids have access to a Game Boy. So, as you can see, it's big business, and recent sales figures show no signs of slowing down. In August, Game Boy Pocket was released in Japan and, although no figures are available, sales were impressive. It's just been released in the UK but, for those that haven't a clue what we're talking about, let's take a look at the new handheld on the street...

IS THAT A GAME BO

IMAGE IS EVERYTHING!

The most obvious difference is that the screen is much larger. However, it's only when you delve deeper that you realise just how many improvements have been made to Game Boy's younger brother. Although it's still predominantly a black and white machine, it features a new 'active matrix' to help stop glaring, a major problem in direct sunlight. This also improves the picture quality, preventing the blurring which occurs in some scrolling games.

SIZE IS IMPORTANT!

The most obvious change is the size of the Game Boy Pocket. It's 30% smaller than the original and 50% lighter. In fact, it weighs a mere 165 grams – so now it's even more portable than ever. At present it's only available in a silver finish, although a range of colours was manufactured for the Japanese launch. It's hoped that Game Boy Pocket will appeal to a slightly older audience, and be seen as a 'must have' fashion accessory.

SPECIAL FEATURE

IN YOUR POCKET?!

WHAT'S THE NAME OF THE GAME!

So what about games? Does this mean you'll have to re-purchase all those classics just to play them on your new Game Boy? Absolutely not! The Game Boy Pocket plays the full range of current Game Boy titles, including all new releases such as Tetris Attack, Donkey Kong Land 2 and Street Racer.

(RIGHT) Phew! What a relief! The GB Pocket takes any GB Game Paks old or new.

PORTABLE POWER!

Yet another advantage is the reduction in battery costs. It takes only two AAA-sized batteries, whereas the original Game Boy took four. However, it still has staying power with over 10 hours of gameplay guaranteed. The 'Pocket' also uses the same mains adaptor as its predecessor.

COMMENT

DAVE I've owned an 'orginal' Game Boy for ages now, and over the years it's been an indispensible companion on long, dreary journeys. However, this new Game Boy Pocket is so impressive I'm thinking of retiring my old handheld and replacing it with of these. The smaller size and greater battery efficiency are brilliant, but what really makes it a 'must buy' is the superbly clear new screen – no more contorting, trying to get the best viewing angle with the GB Pocket! It's another essential addition to your lengthy Xmas pressie list...

COMMENT

DAVEY The best just got better! A Game Boy in your pocket has always been the saviour of tedious train journeys. However, the Game Boy Pocket promises to make portable gaming even more enjoyable. Apart from the size and battery-saving advantages, the screen is much clearer than it's chunky brother and scrolling games don't suffer from the smearing effect which was a pain in the past. It's sophisticated silver finish also means you can play in front of ladies without embarressment! The ideal stocking-filler!

COMMENT

SHAUN The Game Boy Pocket is an ideal console to own. It's only when you actually compare it to it's elder brother that you realise just how small it really is. The screen is definitely a vast improvement, and playing platform games like Super Mario Land and Donkey Kong Land are so much more enjoyable. In a sexy new colour, it should prove to be a big hit this Christmas. If you haven't bought a Game Boy yet, this is the ideal opportunity to discover what millions of fanatics already know - Game Boy is tops.

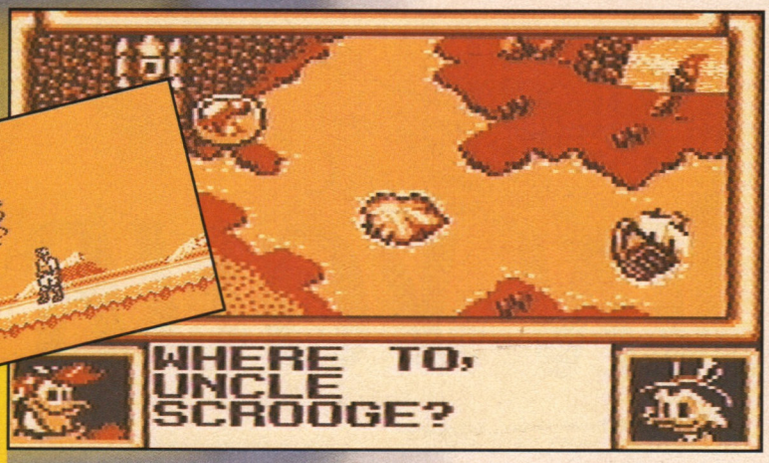
SPECIAL FEATURE

BUDGET BONANZA!

To coincide with the release of Game Boy Pocket, there's a host of budget games due to be launched this Christmas. Listed below are some of the hotter titles which will soon be on the shelves. Has there ever been a better time to buy a Game Boy? I thought not...

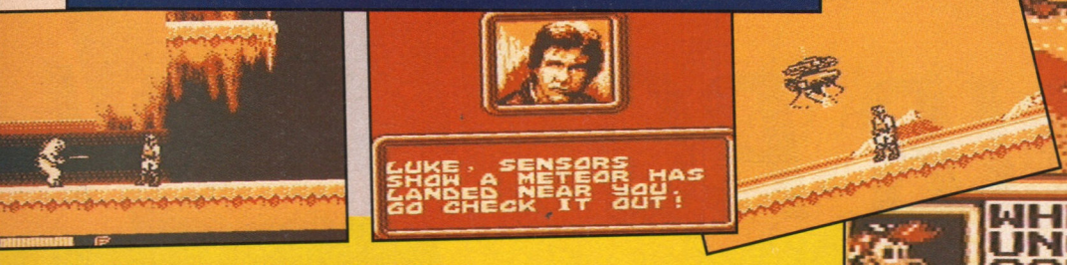
DUCK TALES 2

Join Uncle Scrooge, Huey, Dewey and Louie as they venture across the world in search of the secret treasure of McDuck. They must retrieve the missing sections of a map which have been hidden by their Uncle Fergus, and find riches beyond their wildest dreams!



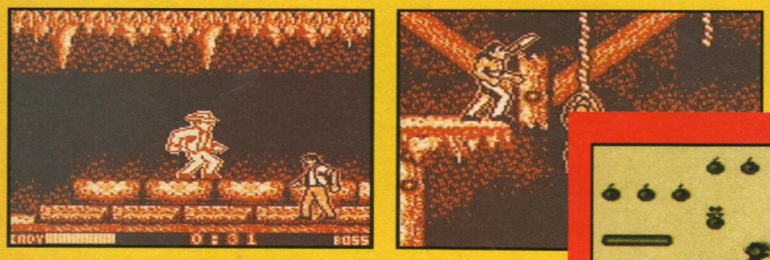
THE EMPIRE STRIKES BACK

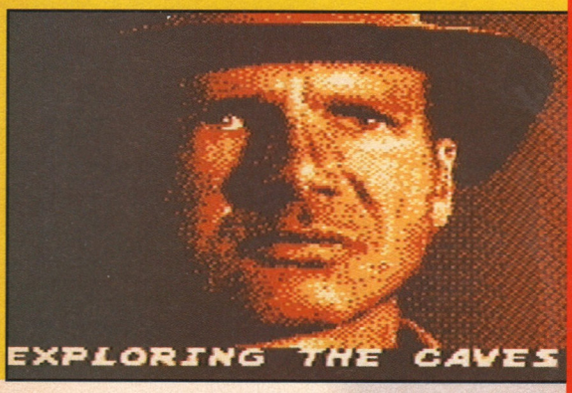
The sequel to the original epic, Star Wars, sees Luke Skywalker and friends continue their quest to destroy the Empire. Visit many locations from the movie including the ice planet of Hoth, the swamps of Dagobah, and the Cloud City of Bespin.

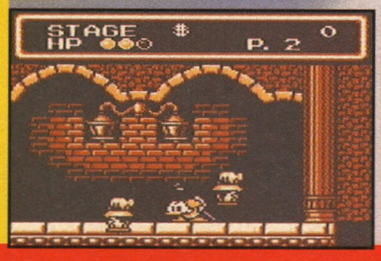


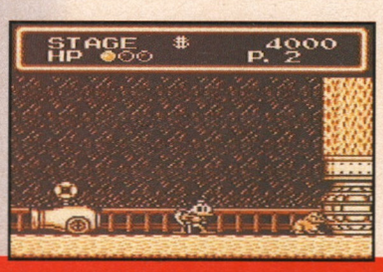
INDIANA JONES AND THE LAST CRUSADE

Help Indy save his father and recover the Holy Grail, which is believed to give immortality to the person who drinks from it. Jump over rivers and spikes, and confront all manner of evil bosses as you endeavour to complete six missions.



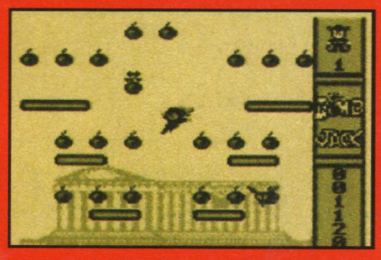


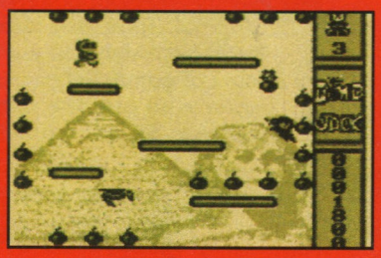


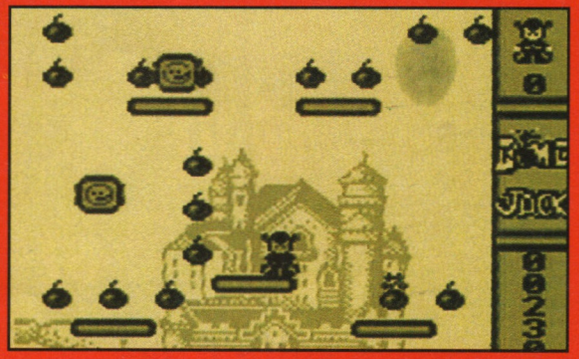


BOMBJACK

Bombjack is another conversion of a classic old coin-op. Run and jump around a single screen, collecting the bombs which appear at random, whilst avoiding a horde of roaming monsters!

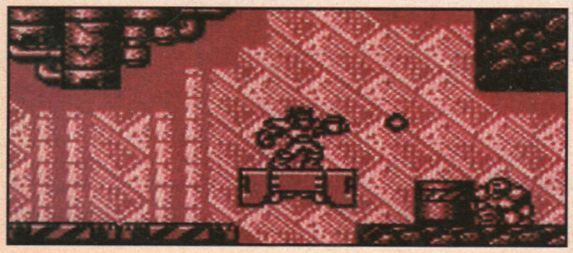






BIONIC COMMANDO

One of the original platform games converted from an ancient coin-op. Take control of the Bionic Commando and destroy the Doraize Army and their Albatross Project. Loads of levels, hidden secrets and nail-biting excitement in one of the true Game Boy classics of yesteryear.



F1 POLE POSITION

Up to four players can link-up and compete through 16 circuits as you fight tooth-and-nail to come first and take your place on the winners' podium. Drivers can also customise their cars, and take advantage of the password system to save their progress.

SIDE POCKET

Sink the black and win the Championship. Play either 9-Ball or Pocket Play, and work your way from backstreet clubs to the world circuit. Play with back-spin, stun or side as you master every trick shot in the book.

BURGERTIME DELUXE

Help Peter Pepper make his hamburgers, whilst avoiding the Food Foes who are desperately trying to stop his fast-food empire. This wacky platforming treat features seven levels, and a two-player link-up option.

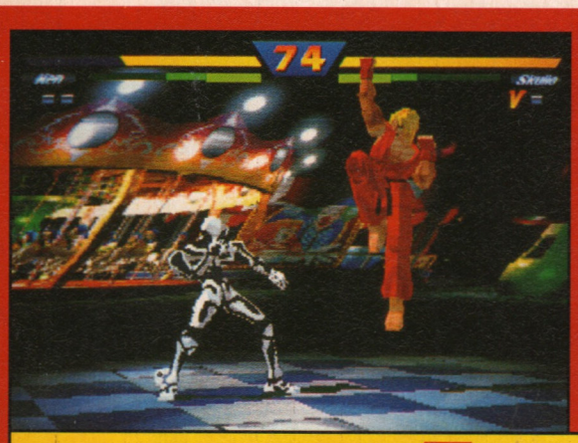
EVERY NIGHT, BEFORE I GO TO BED, I PUT **OXY MEDICATED CREAM** ON MY FACE. IT WORKS WHILE I SLEEP, UNBLOCKING MY PORES. AND BECAUSE I USE IT EVERY NIGHT IT KEEPS THEM CLEAR, **HELPING TO PREVENT SPOTS AND BLACKHEADS.** OK, SO I'M A ROUTINE FREAK. BUT I'M NOT A SPOTTY ROUTINE FREAK.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE · ALWAYS READ THE LABEL · OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

NINTERROGATION

It's the game every beat-'em-up fan has long dreamt of playing. And now the dream is about to become reality. Yes, thanks to the combined might of coin-op king CAPCOM and developer ARIKA, Street Fighter EX is coming soon to an arcade near you, boasting amazing 3D interpretations of your favourite SF characters. Our Japanese correspondent, Warren Harrod, secured this EXCLUSIVE interview with Mr Ichiro Mihara, the Vice President of ARIKA, to bring you the full lowdown on this classic in the making!



LET'S TALK ABO

IT'S THE STREE

RYU, KEN, CHUN-

NMS: At first we called this game Street Fighter 3D. What is its real name?
IM: For the Japanese version its formal name is Street Fighter EX, pronounced "E-X". For the foreign versions we aren't sure what it's going to be called. However, for the moment it's Street Fighter EX [SF EX].

NMS: When did development start?
IM: In outline, the start of development was this year. Around January we began the research, and from around March we started full scale development in earnest.

NMS: Can you please tell us a little about the SF EX team?
IM: The main planner who's supervising everybody is Akira Nishitani, the creator of Street Fighter 2; in general, he's in charge of development. Junichi Ono is also working on the planning; it's felt that he was the founder of the Darkstalkers and Night Warriors series as he was its main planner. Having these two, the originators of the SF2 and the Vampire series', we shouldn't have any problems planning-wise – they're the best in this field.

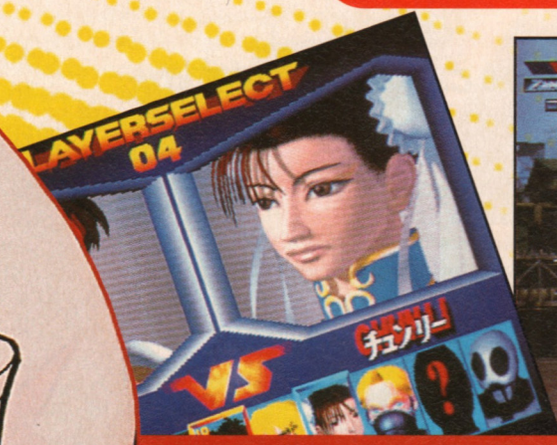
NMS: What were your first thoughts when you began work on SF EX?
IM: We decided that the game would use some kind of 3D effect. For the expression of this, we're using 3D graphics for the game's appearance but its content hasn't really been changed from the 2D animated fighting version. Although the presentation is in 3D, the fighting method is still the same as the 2D SF used up to now.

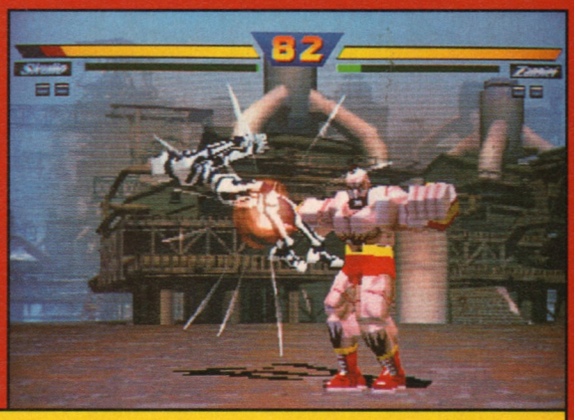
NMS: Regarding design, what did you start on first?
IM: We started from the idea of whether it was possible to create a 2D fighting game in 3D. We weren't sure whether the Lightning Kick, Hurricane Kick or Cancel were possible. These elements are in the 2D version but when it became 3D they might have had to go. We started from this area of whether or not this 3D motion was possible at all. From this concept, development progressed and before we knew it the Dragon Punch, Hurricane Kick and even Cancel were all done. In this way we continued to progress.

CONTINUING THE SF LEGEND!

NMS: SF2 is very popular. Does the team feel under pressure because of this?
IM: Yes, but not because it's related to SF2. Whatever game we create we want it to be successful. For any new company the pressure not to fail in it's first venture is there but it's not because it has anything to do with SF2. On the other hand if there wasn't any pressure there'd be no incentive to do the best you can. That would be equally bad. We're not under that much pressure. We're just working hard to create a game that everyone can enjoy playing.

NMS: Every SF2 player has their own image of how a character should look in 3D. Is this a problem?
IM: All the staff here think exactly the same. Everyone likes SF2 so that's why they're doing it. They understand the feeling of "Ah! That's different!". So if





OUT EX, BABY!

T FIGHTER FAN'S WILDEST DREAM COME TRUE!!

LI AND MORE – ALL RENDERED IN STUNNING 3D!!

they can satisfy themselves, they should be able to win the approval of the users also. That's a safe method of doing it. As you'd expect with this development there are probably several areas where we haven't got much of a choice in what we can do. For those areas, as far as possible, we'll just leave them aside. In regard to SF2 the staff also have their own prejudices, just like the users. We may be development staff but as SF2 players, even now, we still go down to the arcades to play. Those areas which concern the users are the same areas which we are also concerned about. The meaning of which is: please trust us.

NMS: How did you select your Street Fighter EX characters from all the characters in the Street Fighter series?

IM: Of course, Ryu and Ken are essential so we took them. Chun-Li is also essential so we took her as well. At the moment, although I can't say for sure, were announcing eight characters but whether that will increase to nine or ten I don't know. Until the very end there's always the chance that another SF character may appear as a hidden character or maybe we'll create another original character. We haven't considered at all yet but, maybe in a week or ten days time, there's certainly the possibility that we may include another character.

NMS: Can you tell us a little about the design process for the new characters?

IM: I wasn't in charge of the design process but basically we wanted the new characters to compare favourably to the SF characters and yet have a slightly different nature to them. We felt we wanted to try putting in characters that had a way to them that hasn't appeared in the SF series up to now.

NMS: Have you decided how the new characters will fit into the SF series?

IM: We haven't decided on any kind of official story yet. At the end we'll consider it in outline and then formally discuss it with

NINTERROGATION

CAPCOM, but at this stage we haven't really thought about this area that much. There's the possibility that the characters' story lines might become entangled. For example, Hokuto uses 'Kobujutsu' but that kind of Samurai style (called Bushin style) often appears in CAPCOM games. Guy from the SF Alpha series and the Final Fight series also uses the Bushin style. There's a chance that this area, story-wise, might become mixed up. There is a plan but we haven't considered it all yet. Of course, CAPCOM also have their own ideas which they are considering.

NMS: Have you considered any kind of game modes for SF EX?
IM: SF2 is a one-on-one fighting game. The emphasis is on confronting your opponent and seeing who is the strongest by pitting your skills against theirs. Various ideas have been considered but it's still too early. This kind of consideration is done when the game is around 95% complete. The game is still in the punch and be punched preparation stage. Things like Red Earth's Story Mode or SF Alpha's Dramatic Battle are far too early for consideration. That's done after the game is finished.

THE CHALLENGE OF 3D!

NMS: What problems do you have with the interaction of the characters now that they have become 3D?
IM: With a 2D game the interaction is just the same as it looks on the screen. If the characters 'touch', there's a hit. However, when a game becomes 3D then, as you'd expect, if you rotate the picture around then looking from the side it appears to hit, but if you look from above it doesn't hit. That's how you take hits in 3D. However, simply put, 3D fighting games up to now have all been using this same kind of 3D collision detection routines. It goes without saying that you can't just keep on using the same one method. In general ARIKA has an original way of thinking and although we haven't given it a name yet, we've created an original interaction system. In general, all the hits are represented in 3D but the collisions are handled in a 2D way, like the StF series method used up to now. It's a slightly newer way of taking hits. Very early on in development we were thinking what we should do about this. Then, we had a sudden flash of inspiration: "Hey, if we do it like this it might just work!". Then, just like that, it became our system.

NMS: Is it just the characters that can interact? What about the backgrounds?
IM: The characters fight in the centre of the stage. In practice the Computer Graphic field is then created around them and a 360° camera is placed in the middle. In this way it's not possible for them to interact. The scenery is just like a picture that scrolls around the characters in the background.

NMS: Which of the characters was the most difficult character to convert?
IM: Which character was the most difficult? Which character was the easiest? It was nothing like that at all. They were all difficult. It certainly wasn't the case of any character being easier than another.

NMS: Compared to other games the speed of SF is very fast. How are you overcoming the problem of converting this to 3D?
IM: This is a similar problem. At the moment we're all doing as much as possible but we'll probably be battling with this right up to the very end. We're devoting ourselves to trying again and again, fine-tuning SF EX to get it perfect. We want to get it as good as possible in order to satisfy all the users.

NMS: In order to get this speed is the hardware a problem?
IM: To that extent it's not a problem. After all, it is running at a 1/60 frame rate so this area of power isn't a problem at all. Whether you can get the visuals looking good or not is a problem but in relation to this speed problem it's not causing us that much difficulty.

NMS: In SF2 there are some spectacular moves. What difficulties do you have in representing these in SF EX?
IM: It's the motion, isn't it? After all, if the Dragon Punch isn't a Dragon Punch it's no good. If the Fireball isn't a Fireball it's no

OLD FRIENDS, NEW FOES!

Street Fighter EX offers the player eight characters to control, some of whom you'll be familiar with from the previous SF games and others who are totally new. Here's a brief overview of them all...

RYU

He's the famous fighting legend who still strives to reach the top.
Choice Quote:
"I'll stake everything on my fists!"
Special Attacks: Dragon Punch, Fireball, Hurricane Kick.
Super Combos: Super Fireball, Super Hurricane Kick.

KEN

Ryu's eternal rival enters the Street Fighting tournament for a return bout.
Choice Quote:
"I'll show you my true potential!"
Special Attacks: Dragon Punch, Fireball, Hurricane Kick.
Super Combos: Dragon Smash, Divine Dragon Punch.

CHUN-LI

This beautiful INTERPOL Drug Investigation Agent has no time for rest.
Choice Quote:
"These legs won't be silent!"
Special Attacks: Lightning Kick, Spinning Bird Kick.
Super Combos: Thousand Burst Kick, Super Kikoken.

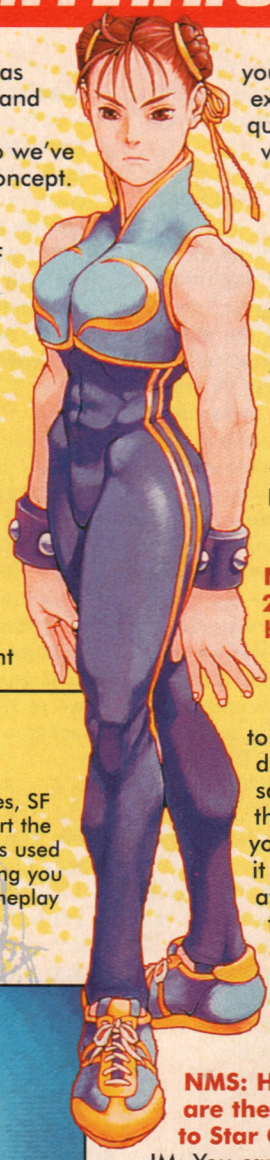
ZANGIEF

The strongest wrestler in all of Russia is back to prove his might once more.
Choice Quote:
"The Red Cyclone is indestructible!"
Special Attacks: Spinning Pile Driver, Double Lariat, Siberian Suplex.
Super Combo: Final Atomic Buster.

good. The really frightful one is the Hurricane Kick. With 2D animation it might look spectacular but when you think about it in 3D, the character spinning around with their legs stuck out is only movement. It is often said that if it was done in polygons, it would be really cool but if we don't get it just right, it's no good at all. The main point is that the 3D image has to look good, but if it's come from 2D animation the chance that it'll come out wrong is there. Thus, the area where we have to put in the most work is at the time of converting the techniques. We have put a lot effort into making sure that the users are satisfied so they won't play SF EX and say "Eh? This isn't a Dragon Punch!". On the other hand, there are various new techniques as well. For example, Chun-Li has a new sure killing technique. Basically, this time she doesn't have the 'Fireball' which she gained from SF Turbo onwards. The fact that she doesn't have it isn't because of anything technical. Rather, Chun-Li's original concept was for her to use agility, leaping about and striking out, etc. With the use of the fireball her fighting style changed so we've only returned back to her original concept. At the time we thought: "Why not create a new sure killing technique that is more in tune with this kind of character?" And while we were at it we created some other new fighting techniques as well. On top of that, we looked at othertechniques and improved or modified them also. We'd like to think that the users will try to play with the new techniques and say "Hey! This is smart!" or "This one's the best!", preferring the new ones over the old ones.

NMS: Are you able to include Chun-Li's 'Spinning Bird Kick'?

IM: Yes, now you can do it. It was incredibly difficult, but at the moment you can actually do it. It's still experimental so it doesn't feel quite right just yet but it looks very similar. This time we didn't give much thought to Chun-Li's Spinning Bird Kick. It isn't actually used that much during the fight but it is one of Chun-Li's most representative fighting techniques, isn't it? Indeed, it disappeared from SF Alpha onwards but we wanted to include it anyway. At the moment it's been taken directly from the 2D so, as you'd expect, it's a little slow. However, with a little more work on it we can get it right.



NMS: When you go from 2D to 3D does the game balance sometimes suffer?

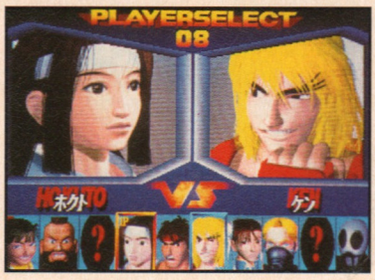
IM: If the balance does go bad, we correct it to get it right. That's the way we have to consider this problem. If we don't, the users won't be satisfied. No matter how cool the Dragon Punch may be, if you had to do it with two hands it wouldn't be a Dragon Punch at all. We'll certainly ensure that this kind of thing is preserved properly. We intend to do it so that everyone who plays it will think that it's a real Dragon Punch, etc.

NMS: How much more advanced are the SF EX graphics compared to Star Gladiator's?

IM: You can't really make comparisons to Star Gladiator (SG) unconditionally. SG runs at a 1/30 frame rate, while SF EX, at the moment, runs at a 1/60 frame rate. If we consider this difference then a 1/30 game is able to devote more emphasis to the graphics as its management processing is effectively halved. On the other hand, we

ALL CHANGE?

Although Street Fighter EX employs a radical new 3D engine to depict its bone-breaking battles, SF fans will find many features familiar to them from earlier games in the classic series. For a start the controls are the same as always, with an eight-way joystick used for movement and six buttons used to launch punches and kicks of various strengths. The Super Combo gauge is back too, allowing you to perform incredible special attacks. In addition, however, there are some important new gameplay enhancements. For example, the Guard Break allows you to smash through the defences of a blocking opponent at the cost of one notch off your Super Combo gauge.



SKULLOMANIA

This superhuman is a new hero with a manic love of fighting!
Choice Quote: "I'm the defender of world justice!"
Special Attacks: Skull Crusher, Skull Slider, Skull Dive, Skull Tokachef.
Super Combos: Skull Dream, Skull Paradise.

PULLUM PURNA

Although grandaughter to a rich Arab, she's no pushover!
Choice Quote:
"Challenging me to a fight is 1000 years too soon!"
Special Attacks: Pullim Kick, Tunnel Kick.
Super Combos: Puraeku Rarm, Lesual Karna.

DOCTRINE DARK

This brute is a professional killer from an assassination squad.
Choice Quote:
"If you don't want to die, don't fight with me!"
Special Attacks: Kill Blade, Dark Wire, Explosive.
Super Combos: Kill Trump, Dark Shackle.

HOKUTO

Uses Kobujutsu, a technique descended from the Bushin style.
Choice Quote:
"I will scatter you like the cherry blossom!"
Special Attacks: Chugekiho, Shinshogeki, Shinkyakugeki.
Super Combo: Kileneki.

are devoting more importance to the character of the game. The concepts behind SF EX and SG are so different that you can't make unqualified comparisons.

NMS: Are you receiving any assistance from the Star Gladiator team?
IM: No, we aren't. In specific terms, it's a different development line. And technically, it's completely different. The know-how we're using for this 2D/3D fighting game has no relation to SG. ARIKA is not a subsidiary company of CAPCOM. Its capital and investment are completely separate. ARIKA was founded in November last year as an independent company. For a month after that we did research and then three months after that we started. We've still got the experience we gained at CAPCOM but technically there's no relation between us. We're not a branch office, we're making our own games by ourselves. We don't exchange routines or ideas. Some people may be under the impression that as we came from CAPCOM, there's some sort of link between us but in reality it's a different team making a different game. The concept is new and the know-how is new.

NMS: At the moment what difficulties are you confronted with?
IM: I suppose it's improving the quality of the visuals. From a hardware perspective if the hardware was great, naturally we could do super visual effects. Leaving aside the hardware, our excellent staff could create very beautiful graphics but, of course, all hardware has it's limitations. At the moment visuals are our No. 1 problem.

NMS: Are you paying any particular attention to the women in SF EX?
IM: For example, like using Gouraud shading to make their thighs smoother, etc? [Laugh] We're trying to. At the moment we are really working hard on this area but as I said earlier, improving the visuals is a tough area. Of course, we want the women to be very cute so as far as is possible we're trying to. All our staff are excellent so the female characters certainly won't be poorly done.

PLEASING THE FANS!

NMS: A little while ago SF EX appeared at the Jamma Show. Could you tell us a little about the reaction to it from the users and the press?
IM: Only their impressions to the look of the game screen weren't very good: "Eh? Street Fighter's become 3D but it's awfully square looking." Visually speaking, if you look at a photo or even just watch a video of the game, it's said that the impression of SF EX isn't very good. But if they have a go and play it, there's a total change: "Brilliant!"; "It's really good!". From talking to those operators that I know I've got the impression that they're all really looking forward to it. Certainly, looking at it and playing it are completely different. We're saying please play it. If you do, you'll see what SF EX really is like.

NMS: How do you get feedback from the users?
IM: At Jamma we used a questionnaire. We also ask the opinions of the journalists and publicity staff who visit us to play SF EX. After that, the biggest source of feedback is from the company staff. As you'd expect they love SF2 so even though they're company staff they can still have strong criticisms. Some of the CAPCOM staff also visit us and tell us their impressions. Soon we're having a location test where we hand out questionnaires to the players.

NMS: According to a press report SF EX was 17% complete. Was that true?
IM: That was around August 30th when it was published. At that time is was around 17% complete. At the Jamma Show on September 14th it was around 20-25% complete. We're planning to do a location test shortly. At that time it'll be around 25-30% complete. For us, the development percentage at this stage is still very low. After all, even after the games outline is complete, the fine-tuning and adjustment process is very long.

NMS: Are you planning to make announcements on the status of SF EX on a regular basis?
IM: For a while we're going to keep out of sight. We've made this announcement now but we're going to hide for the next month or so and concentrate on development.

NMS: What's the current feeling amongst the team?
IM: Everything they can do they're doing. What they haven't tried to do before they don't know about but everything they've done up to know they understand. It's pretty much like the start of an adventure: "What shall we do?" – "Let's try it like this" – "Ah! It worked. Well, what about this then?". It's pretty much a process of trial and error. Everyone, individually, has confidence in themselves and they giving it their all to the best of their ability. There are parts that were rejected so they made them better, even parts that were failures, but it's a challenge and so their spirits are high.

NMS: Which part of SF EX are you the most proud of?
IM: Ah, that's a difficult question. Probably that when you play the game, whether you win or lose, it's still enjoyable because it's interesting. I've got pride in creating that kind of game. I'm a stickler for the creation of this so I've got confidence in SF EX.

NO REST FOR THE BEST!

And the red hot Street Fighter EX action doesn't end there! Keep a beady eye out for more exclusive NMS reports about this exciting development in the SF saga over the coming months!

Meanwhile down at the DIPPODROME...
I hope he's come on his own.
Norm's the name, sensible music's the game! Call that dancing? It looks like you're trying to wipe something off your shoe.
NORM
You should be at home getting your beauty sleep - look what it's done for me!
TWIX
CRUNCH!
Oooooohh!
CRUNCH!
Anyway you shouldn't be listening to pop and roll music. It dissolves your brain cells!
CRUNCH!
Wow! A hundred and fifty beats per minute – and that's just my heart.
TWIX
a BREAK FROM THE NORM

UPDATE SUPER NINTENDO ENTERTAINMENT SYSTEM

Still reeling from our brill Street Fighter EX interview? Well steady yourself, 'cos we're about to sock it to you again with ANOTHER SF scoop! Thanks to our unbeatable contacts, we've managed to secure an EXCLUSIVE playtest of this stunning beat-'em-up! The preview cartridge we played was still a little bugged in places (it was unfinished, you see) but already it's safe to say that SF fans are going to be well chuffed with this...

Excitement over the imminent release of SF Alpha 2 on Super NES reached unprecedented levels this month when we actually got the chance to play an early pre-release version of the game. Being honest, we have to admit that after seeing the dreary attempt at converting Alpha 2 to the supposedly powerful Playstation, our expectations of a slick 16-bit conversion were not high. However, we're delighted – nay, ecstatic – to announce that Capcom has proved us wrong. Despite not being 100% finished (there's the odd bug here and there, all of which will be fixed before the game's release), SF Alpha 2 on Super NES still retains the cool intro sequence and high-quality character select screen of the coin-op – something the Playstation failed to do! If you're an SF fan, you're not going to be disappointed! Stay on the edge of your seats, readers, 'cos next month's NMS will – gods willing – feature the full review! At last! Huzzah!

HERE'S ONE I MADE MYSELF!

A major new feature in SF Alpha 2 is the custom combo. This allows players to string together moves which would not be possible under normal circumstances. Once the power meter at the bottom of the screen reaches at least Level One, the custom combo is begun by pressing two punch buttons and one kick button simultaneously. The fighter will start to flash, and you now have a few brief seconds to run up to your opponent and bash the buttons like crazy! At the end of the combo a message appears stating the number of hits inflicted. Incidentally, the office record at the moment is a 45-hit combo by the Cosmic Cracker...

COUNTER ATTACK!

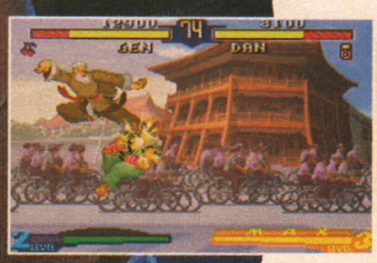
In the previous Street Fighter games the only form of defence against an attack was to block. In SF Alpha 2, however, Alpha counters have been introduced which will block any enemy attack. Each character has two counters, which are activated by rolling the pad from back to down (i.e. B, BD, D) and then tapping a kick or punch button. Each counter uses up one notch of the Super bar, so employ them sparingly. Ryu's counter, for example, is a Dragon Punch if the punch button has been pressed, or a sweep if the kick button is used.

GAME DATA

- GAME: STREET FIGHTER ALPHA 2
- BY: CAPCOM
- RELEASE: DECEMBER
- GAME TYPE: BEAT EM UP
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 32 MEG

SUPER, MAN!

In Super SF 2 Turbo each fighter only had one super attack. However, in SF Alpha 2 each fighter now has between two and four attacks, each of which uses up a notch of the Super bar; for example, Ryu has a Super Hurricane Kick and a Super Fireball, and when an opponent is hit by one of these attacks they sustain multiple hits.



TO THE VICTOR... A SYMBOL!

Each victory is indicated by a symbol beneath the player's energy bar. There are many different icons, each of which indicate the manner in which the previous fight was won. For example, if a fight was finished with a light punch or kick, a cherry will be shown. If a Level 2 Super Attack was used an 'S' will appear with two stars next to it. Throws are indicated by a piece of rope. And if time ran out, a little egg timer is shown. A piece of cheese is shown if a player was 'Cheesed Out', meaning a Super attack was used to defeat a blocking opponent with a slither of energy left!

E ULTIMATE SF GAME COMETH!!
D - YOINKS! - WE'VE PLAYED IT!!

RESERVE YOUR COPY NOW!

According to THE Games, Nintendo's UK distributor, SF Alpha 2 is currently scheduled for release in early-to-mid December. However, they do warn NMS readers that supplies are likely to be limited, so if you're a SF freak and you want to avoid disappointment you're advised to go out and reserve your copy NOW! Just imagine Xmas without SF Alpha 2... Brrr, it doesn't bear thinking about!

SPECIAL COMPO

Ready... Set... GO! To celebrate the imminent release of Street Racer on Game Boy, our mates at Ubi Soft are giving away five copies of their new driving sensation, complete with exclusive SR hats to keep your knobbly noggin' warm this Christmas. And, if that's not enough, they've given us a host of other top GB products as well!

After playing Street Racer for three days without eating, sleeping, or visiting the bathroom, the haggard NMS crew decided to invent their own dream machines and take to the track for real. The rules were simple: create a go-kart capable of lasting 10 laps. Unfortunately, the boys took it all too seriously...

NMS DRIVES YOU CRAZY WITH STREET RACER

Dave came up with a reinforced iron tank. However, during a pit-stop he decided to have a KFC Family Meal as a light snack and forgot to re-enter the competition! Davey developed his own stylish boy-racer with lots of fancy gadgets including a James Bond oil-slick. Unfortunately, he forgot to shoot the oil backwards and skidded out of the race! Next up was Shaun who, naturally, invented a machine made of pure rock. However, although it was able to ram everyone off the track, it was much too heavy and couldn't make it up the first slope! Lastly, Pete, who completely missed the point as usual, came up with a bright yellow, pedal-powered go-kart complete with pink leather seats and fluffy dice. To the others' disgust, he was the only one that made it over the finish line! Boo! Hiss! Cheat!

DRIVE DOWN VICTORY LANE!

Luckily, you don't have to be as foolish as us to walk away with the first prize, which also includes F1 Pole Position, The Empire Strikes Back and Indiana Jones, all on yer fab Game Boy. There are also 15 Street Racer hats up for grabs, ideal for the winter evenings ahead! To stand a chance of winning, answer the simple question below:

Q. Which Street Racer character does Dave Upchurch most resemble?

(a) Hodja
(b) Sumo-san
(c) Raphael

If you know the answer, write it down on the back of a postcard or a sealed down envelope, along with your name and address, and send it to:

YOU DRIVE ME ROUND THE BEND! Compo,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

All entries must reach us by December 31st, 1996, when the lucky winners will be drawn from Pete's purple glove compartment.

THE TOYS ARE BACK IN TOWN!
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TOY STORY
"Brilliant!" NMS 92%
Original Nintendo Seal of Quality
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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

FIFA 97 gold edition

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CART SPEC

- BY: EA SPORTS
- PRICE: £45.99
- RELEASE: OUT NOW
- GAME TYPE: SOCCER SIM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Naturally!
- BATTERY BACKUP: Er, non!
- CONTINUES: Nope!
- OPTIONS: Stacks!

GAME INFO

- GAME ORIGIN: Building on the successful FIFA formula, EA attempt to score again with a '97 edition
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Win as an obscure Spanish team!
- ALTERNATIVES: ISS Deluxe, earlier FIFA games

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Average

X — Run/Run with ball

A — Shoot

B — Change player/Pass

Y — Kick in air/Tackle

L/R — L: Not used; R: Increase power circle

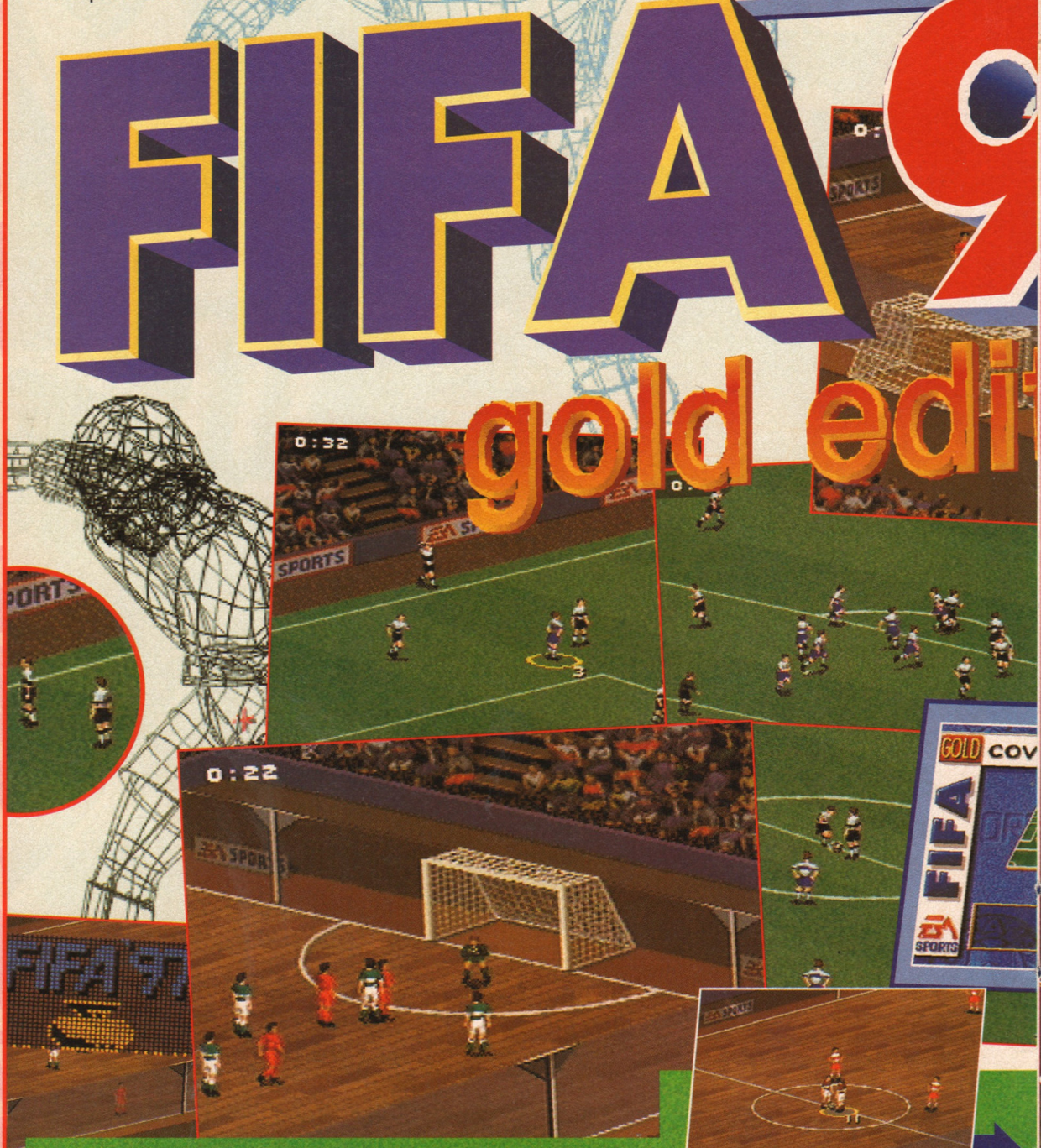
S — Start: Options; Select: Not used

GAME CREDITS

- DEVELOPED BY: EA SPORTS
- DISTRIBUTED BY: ELECTRONIC ARTS
- MADE IN: JAPAN
- ARTWORK: © ELECTRONIC ARTS

Football on the television, football highlights on the news, football in every glossy magazine from 19 to Loaded, countless football sticker albums in the shops and football fans loose on the streets in their technicoloured strips... And as if all that isn't enough, here's even more footy on your Super NES!

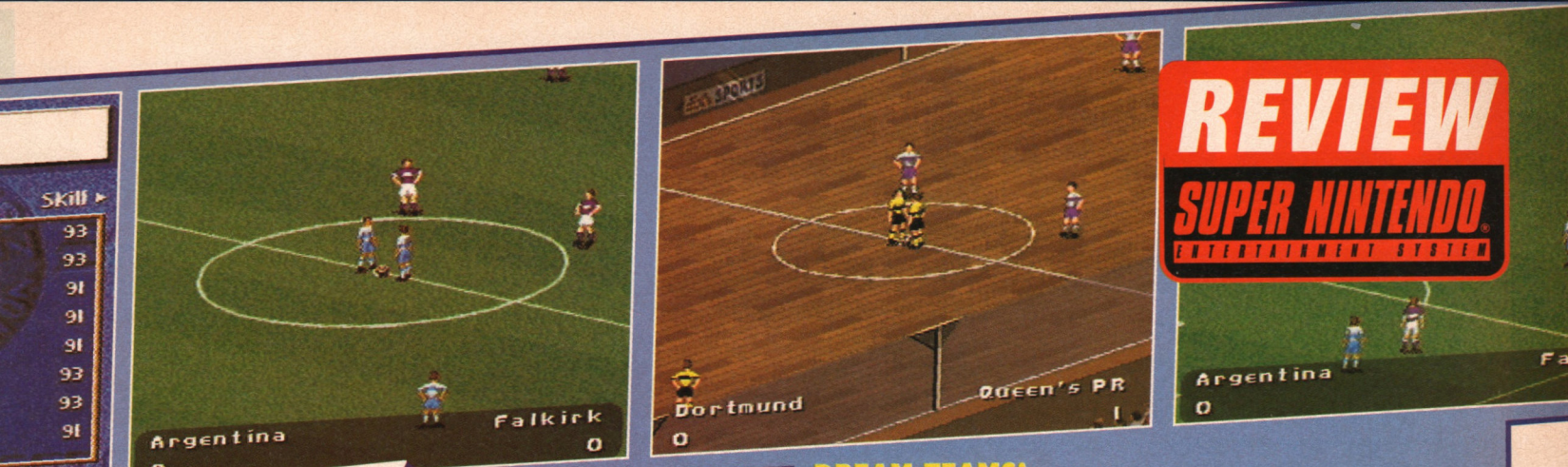
Surfing on a tide of interest generated by the new football season, FIFA '97 Gold Edition from EA Sports is the latest soccer sim hoping to score this Christmas. Although largely identical to the earlier FIFA releases, FIFA '97 features a new six-a-side indoor option and faster gameplay. However, even with these enhancements, FIFA '97 doesn't offer Nintendoids anything they haven't seen before. In fact, aside from the indoor option, the only thing that seems to have changed is the title screen! So, is it still worth purchasing? Let's take to the pitch and find out...



MESSING AROUND INDOORS!

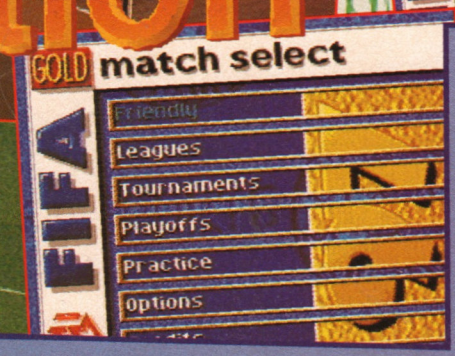
FIFA '97's six-a-side indoor matches take place in what looks like a old school gymnasium. In this arena it's harder to control the ball as it bounces much higher off the wooden floorboards than from a grassy surface, and the ball can also ricochet off the perspex shields around the edges of the hall. In these matches the players are not allowed to kick the ball above head height, and the smaller size of the playing area makes for furious gameplay!

So it's a warm welcome to you all from Feltham Boys' School in sunny West Ham, where it's a David and Goliath battle between the home team and the favourites, AC Milan!



DREAM TEAMS!

Ever fancied pitting Argentina against Falkirk? Or how about Dortmund against QPR? Well, now you can! FIFA '97 Gold Edition gives players a choice of international and home-grown teams, most of which are based on information from the end of last season. As in the other FIFA games all the squad players are featured, each individual being rated with the highest scoring for each position being placed in the starring eleven. However, if any of your players mess-up this season, you can quickly bring on a substitute and leave them crying on the benches!



OPTIONS, OPTIONS, OPTIONS!

The range of options offered by FIFA '97 will be familiar to fans of the earlier games. Players can choose from Friendly, Leagues, Tournaments and Playoffs, and there's also a Practice option to hone those shooting skills to perfection. In outdoor matches you can also manipulate the Team Strategy and Formation, while Team Coverage can be tweaked by using three yellow arrows which represent Offence, Defence and Midfield.

A VICIOUS CIRCLE!

FIFA '96 was notable because it removed the power bar in the right-hand corner of the screen and replaced it with a power circle around players' feet. The power circle has been used again in FIFA '97 Gold Edition; by holding down the Right shoulder pad the ring around your player's boots will gradually turn completely white and, the longer the button is held, the harder he will kick the ball.

Kick off! And this thrilling match gets underway as West Ham's Dumitrescu passes to Rieper who makes a quick dash through the AC Milan front line towards the goal!

Rieper outwits AC Milan's defence, comes in from the left, sells the opposition a dummy and takes a shot as they watch in astonishment. They think it's all over...

It is now! The crowd go crazy! Lovely clever footwork from the Rieper boy, great balance, super work rate. He's dug deep, delivered a killer blow and left 'em for dead!

And the opposition? Sick as parrots! Next week's match takes us to a girls' school gym in Spain where Valecia will be challenging the power of Scotland's own Partick!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

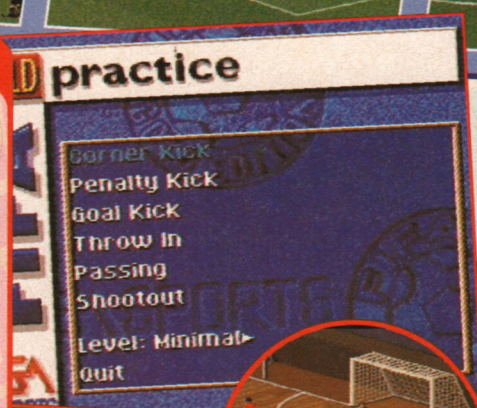
PRACTICE MAKES PERFECT!

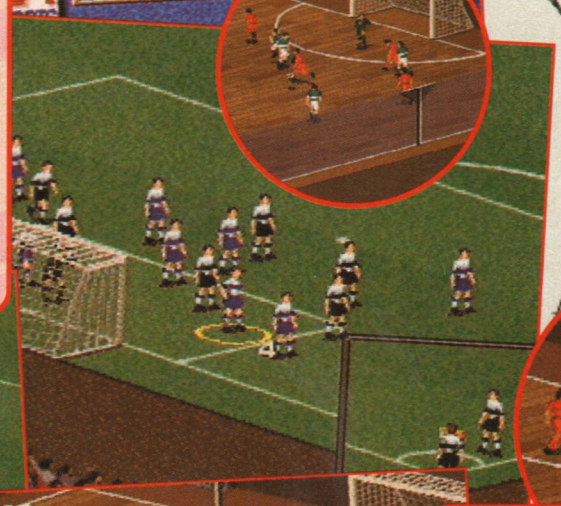
Another FIFA '96 feature which has been resurrected for this edition is the excellent practice mode where you can tweak your soccer skills to perfection. Here you can practice your corners, penalities, goal kicks, throw-ins and passing against an ever-patient CPU team. Better still, if you are still smarting after the Euro '96 England vs Germany shootout (what, still!?!), you can replay this sequence as often as you like and make sure that Southgate gets it right every time!

COMMENT

DAVEY

When FIFA '96 first came out I was overjoyed. Rather than a realistic soccer sim where I had to learn complex strategies to win, FIFA '96 was a game which could be mastered by any gamer, not just soccer sim fans. With FIFA '97 Gold Edition EA have tried to make the gameplay faster and more like the real thing, but in the process have created a game which might alienate all but the most dedicated soccer fanatics. Even massive FIFA fans will no doubt be disappointed with the clumsiness of the action and, if you're still waiting for the definitive Super NES soccer sim, I'm afraid this isn't it. Sorry!





A FAST SHOW!

Despite EA's valiant efforts to make FIFA '97 faster and more realistic than earlier games in the series, this unfortunately reduces the playability. As the action moves so quickly it's hard to follow the movement of the ball and determine which player is in possession. This makes the whole game seem clumsy and inaccurate, and shooting from the halfway line can often result in an unbelievable goal as you struggle to find the player you are controlling!

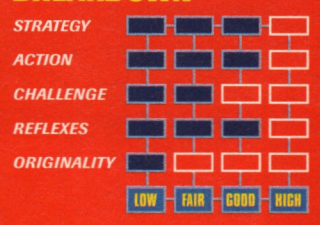
COMMENT

SHAUN

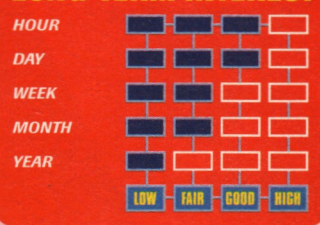
I'm afraid I have to agree with Davey. FIFA '96 was a joy to play. It was realistic, the players were easy to control, and on the whole the presentation was superb. Sadly, EA has tried to create a faster, more playable edition, but haven't quite pulled it off. The play control feels much looser, but now you spend too much time running aimlessly around the field achieving very little. On the plus side, the indoor mode is a good laugh, and you can still select all your favourites from the Premier League. FIFA '97 Gold Edition... Hmmm, I wouldn't even award it the bronze.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN



LONG-TERM INTEREST



GRAPHICS

83

▲ Small, well-animated player sprites.

▼ The indoor arena looks chunky and outdated.

SOUND

80

▲ Atmospheric, rousing music on the title screen.

▼ The crowds are a little muffled on this version, and so scoring a goal isn't such a thrill.

PLAYABILITY

76

▲ A good enough soccer sim for hardened fans...

▼ ...But general gamers will not be impressed by this latest effort.

LASTABILITY

80

▲ If you can find another player who is crazy about soccer sims, this will offer months of amusement.

▼ If you are already bored with FIFA games, this will drive you insane!

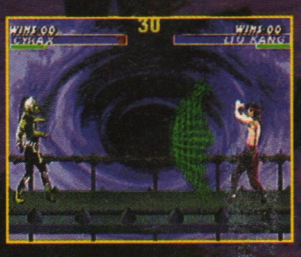
OVERALL

81

Although FIFA '97 Gold sticks to the classic formula, somehow it seems to have lost most of the original's playability. Soccer sim fanatics may be happy enough with this edition, but casual footy fans will be frustrated by the awkward gameplay.

ULTIMATE MORTAL KOMBAT® 3

The ULTIMATE Fighting Game!



MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

MIDWAY
Midway Manufacturing Company

Williams
Williams Entertainment Inc.

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Acclaim

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: WILLIAMS/ACCLAIM
- PRICE: £44.99
- RELEASE: LATE NOVEMBER
- GAME TYPE: BEAT-'EM-UP
- CART SIZE: 32 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-8
- HEAD TO HEAD: Of course!
- BATTERY BACKUP: Nah!
- CONTINUES: Five
- OPTIONS: Flippin' loads!

GAME INFO

- GAME ORIGIN: Another instalment of gore-soaked, death-ridden adventure from the MK stable.
- GAME DIFFICULTY: Pretty blummin' tough.
- SCORE TO BEAT: Complete the game in Master mode.
- ALTERNATIVES: Killer Instinct, earlier MK games and just about any other blood-thirsty beat-'em-up!

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent

X — High Kick

A — Low Kick

B — Low Punch

Y — High Punch

L/R — L: Block, R: Run

S — Start: Not used, Select: Not used

GAME CREDITS

- DEVELOPED BY: WILLIAMS
- DISTRIBUTED BY: ACCLAIM
- MADE IN: USA
- ARTWORK: © WILLIAMS

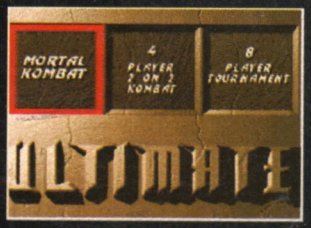
Prepare yourselves, gentle readers... After the success of Ultimate Mortal Kombat 3 in the arcades, those nice folks at Acclaim and Williams have decided to treat you to another bout of Outworld violence this Christmas. UMK3 offers more characters, alternative game styles and even more Fatalities than its predecessors – but is it any better? Damn sure it is!

In case you don't know the MK3 tale (have you had your head in a bucket for the past year!?!), here's a story to justify the blood. Shao Kahn, the Outworld boss, has ressurected his dead wife Sindel. However, rather than indulging in romantic dinners with his lover, Kahn used this event to build a bridge between Earth and the Outworld and destroy humanity! Only a few humans remain, and their only chance of survival is if chosen Earth warriors can defeat Khan in Mortal Kombat! To make matters worse, Khan's pals are also taking part in the contest and if they win, it could spell the end of civilisation as we know it!

ULTIMATE MORTAL KOMBAT 3

IT'S ULTIMATE – PLAY THE GAME!

The biggest difference in UMK3 is the variety of game styles. After pressing Start, players are given a choice of Mortal Kombat, Four Player Two-on-Two Kombat and Eight Player Tournament. Mortal Kombat is a normal one-on-one battle against either a CPU or human player, while Four Player Two-on-Two Kombat lets human players to choose two fighters each and take part in a tag-team scrap. In eight-player mode, up to eight human players (really?) pick a fighter and take part in a knockout tournament until only one is left.

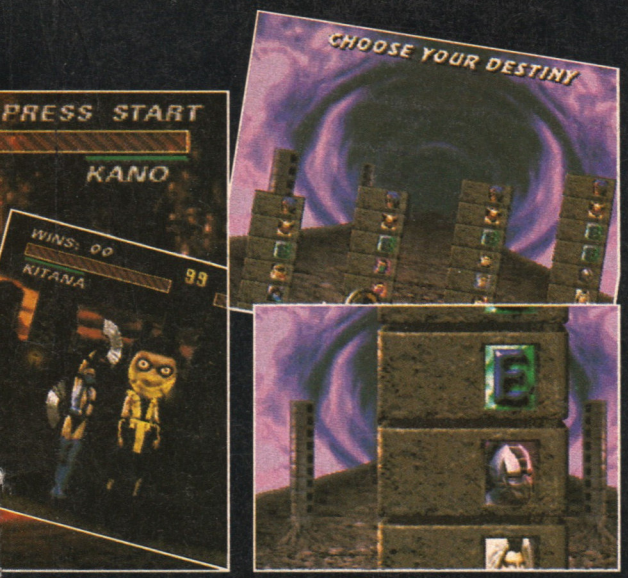


HANDICAP SCRAP!

A new option open to MK fanatics is the ability to determine the fighting handicap of the Kombatants. Players are given a bar where they can adjust the level of their handicap, which then determines their performance against the CPU. If you make the bar fully green you will find that the computer is almost completely helpless against your special moves, while a bar pulled right down to zero means that few of your secret attacks will hit home.

JUST GIMME THE PRIZE!

The player left standing after an eight-player tournament is given the chance to choose a prize from the Lost Treasures of Shao Kahn. To choose a prize, you simply click on one of ten icons, sit back and watch. Some of the icons throw players into a gruelling endurance match where they must win more battles, while others allow you to play Space Invaders or view the game credits. However, the best prize icon is the skull which gives you a full demonstration of all the Fatalities, Babalities and Friendships! Smart!



COME SEE MY MIGHTY COLUMN!

As with MK3, when playing against the CPU you're presented with a number of imposing columns ranging from Novice (six battles) to Master (eight or nine battles). The higher the skill level you choose the more chance you have of winning juicy Arcade Continue codes to enhance two-player games. On the columns you will also see a large green 'E' just below Montaro, an icon which represents an endurance match where you must defeat two enemies in succession before you can go on to challenge ol' horse's butt himself!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MORTAL KOMBAT 3

MISSING IN ACTION!

A quick glance at the character screen shows that most of your favourite MK characters have returned for more punishment, along with four brand new warriors who all have their beady eyes on a foot/Kahn butt interfacing. However, there are a few notable absentees. NMS sent their thrusting reporter to the Outworld to see what happened to the missing finks...

RAYDEN

Sick of getting kicked-in by multicoloured ninjas, the Thunder God hung up his straw hat, packed away his grotty ill-fitting pyjamas and retired to a pig farm in Sussex. These days Rayden prefers the company of squirrels, but he still hates otters.

GORO

With four arms and a bad attitude, the rest of the Kombatants simply couldn't work with Goro and his dressing-room thrashing antics. After a failed juggling career, he was last seen sleeping rough in a giant purple sleeping-bag outside King's Cross Station.

KINTARO

After MK2, Kintaro decided to take a break from endless fisticuffs and indulge his passion for invention. Sadly, however, he lost all his money marketing a ghost-busting/vacuum cleaning system made from a lemon sellotaped to a Twiglet. Silly sod!

JOHNNY CAGE

Last seen nursing a nasty bruise and broken Ray-Bans, Johnny returned to Hollywood to revive his flagging career. However, after turning down the lead in Pulp Fiction for a role in Waterworld, Johnny can only get bit-parts as the red Power Ranger.

SHEEVA

Also boasting an impressive arsenal of elbows, Sheeva was always the biggest drinker among the Kombatants. However, her love of cider and blackcurrant was her downfall, and she is currently drying-out in the Betty Ford Clinic.

BARAKA

Baraka is seriously ill in an Outworld private hospital following an attempt to pick his nose after drinking too many Tizers. The silly blighter gave himself a frontal lobotomy with his razor-sharp blades, and is now more interested in flowers than fighting!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

ENTER THE NEW CONTESTANTS!

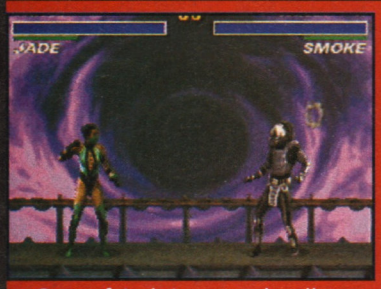
As well as the familiar MK faces on the selection screen, UMK3 features four new controllable characters. Jade and Noob Saibot should already be familiar to MK fans as they were secret characters in Mortal Kombat 2, but Rain and Ermac are totally new and ready for action!

JADE

After murdering her evil twin Milenna, Kitana was accused of treason by the Outworld courts and she fled to Earth to escape certain death. However, her best mate Jade has been sent to capture Kitana and bring her back to face the wrath of Kahn! Poor old Jade must now make a decision between her life-long friendship with Kitana and her loyalty to her master.

This special move gives Jade spurts of invincibility, making her immune to missile attacks!

Quickly tap Back, Forward then High Kick. While Jade flickers, nothing can harm her!



One of Jade's most deadly weapons is her ninja boomerang which has her enemies flailing around in a shower of blood! Classy girl...

To throw a boomerang straight at your opponent's stomach, quickly tap Back, Forward, Low Punch. Then sit back and watch the blood run free!

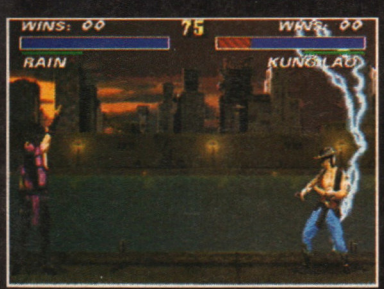
Pressing Back, Forward then High Punch will make Jade lob a boomerang high up into the air – the perfect way to stop any aerial attack!

To twist the boomerang towards the ground, simply tap Back, Forward, Low Kick. It will then smack your cowering foe! Banzai!

Jade can also perform a glowing green kick which will knock the wind out of any Kombatant! To execute this move, quickly tap Down, Forward then Low Kick. If done properly, Jade will whizz right across the screen and plant her pretty little foot deep in her opponent's chest!

RAIN

This purple ninja was kidnapped from his home of Edenia by Khan's dark forces when they pillaged his planet. A 1000 years later he was secretly trained as an Outworld ninja and remains loyal to Khan, more deeply afraid of his master's extermination squads than of betraying his own homeland. Purple Rain can call upon the powers of nature, and is one of the deadliest fighters.



To harness the awesome power of lightning, tap Back, Back then High Punch. If done properly, Rain will call a bolt of lightning which will hit the ground beside his foe and send them spinning into the air. Sneaky Rain can also attack his enemy as they fall from the sky, getting in a few punches before the other fighter recovers!

Another special move which Rain can employ to stump his opponents is his Tractor Ball which can be incredibly confusing, even for hardened Mortal fans!

To generate the Tractor Ball, press Down/Forward and High Punch simultaneously. Rain will then kneel and send a blue ball of energy spinning right across the screen.

When the Tractor Ball finally makes contact with its hapless (and now helpless) target, the character will be thrown up into the air and then drained of valuable energy.

Here's the neat part! While Rain's enemies are suspended in the air, you can now use the joypad to slowly draw the floating character towards your waiting fists!

ERMAC

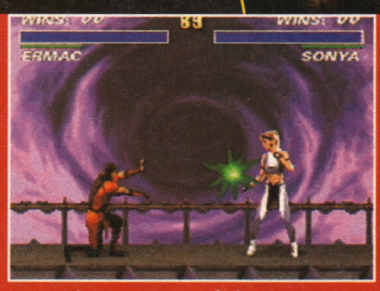
Ermac is one of the most mysterious new fighters. Rumoured to be an embodiment of the souls of three slain warriors fused together by the black magic of Kahn, Ermac has entered the tournament as an agent of evil. Back in the real world, Ermac means 'Machine Error', a message which occassionally appeared in early Mortal Kombat coin-ops, causing fans to believe that he was a hidden character!

REVIEW

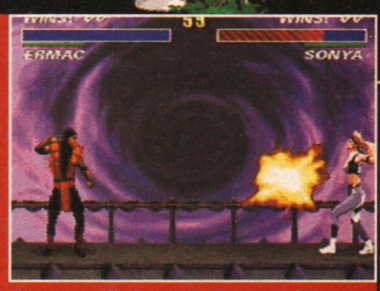
SUPER NINTENDO ENTERTAINMENT SYSTEM

To use Ermac's Teleport Punch, wait until your enemy is at a safe distance then tap Down, Back, High Punch; Ermac will now disappear in flames.

Before the other player can think, Ermac will appear behind them with a bone-shattering punch! If timed right, this can be followed by a combo!



As with so many of the Kombatants, Ermac can throw a mean fireball! To use use the move, just press Down, Back then Low Punch.



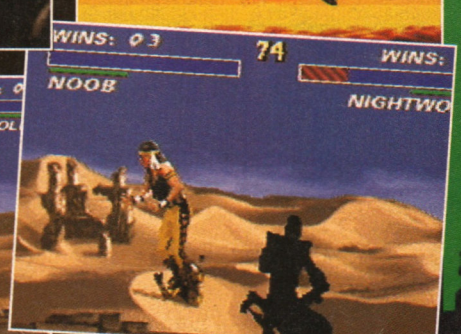
Ermac will then project a glowing green fireball from the palms of his hands! Then just sit back and watch as the fireball makes contact! Coooooool!

NOOB SAIBOT

Noob hails from the Nether Realm, a dark dimension where he and his Brothers of Shadow worship evil, eat kittens for lunch and no doubt stand on the wrong side of escalators. Noob entered the tournament to spy on the events and report back to his nasty leaders. He is also one of the most deadly characters in UMK3, his shadowy figure being able to blend into some of the darker backgrounds.

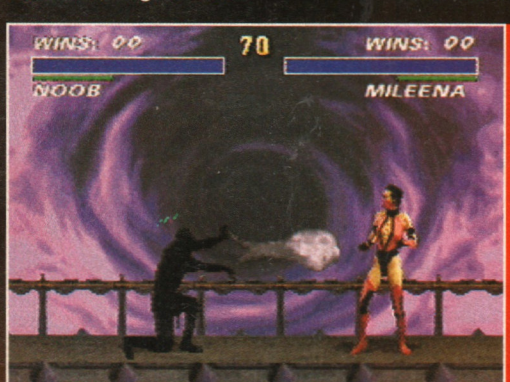
A second lethal Noob move is his Body Double. Wait until your opponent is at the other side of the screen and press Forward, Forward, High Punch.

If the move's done correctly, Noob's shadow will run across the screen, pick up the enemy fighter and throw them towards their waiting master.

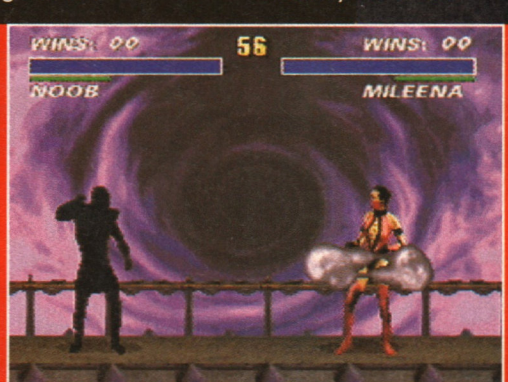


Noob can then greet his fast approaching enemy with a blur of punches and kicks, pushing themselves into the lead! Hooray for Noob!

Noob's most deadly move is his teleport throw where he jumps up out of the screen, then reappears at the bottom, grabs the other player and smashes them off the stone floor! To do this, tap Down then Up quickly. Quick as a flash Noob will make his move and surprise the other player with a body slam! This move can also be used to avoid fireballs, being a far quicker way to avoid missiles and launch a new attack at the same time.



And Noob's range of moves doesn't stop there – he's also able to unleash a deadly smoke trap. To wrap players in a ring of immobilising smoke, tap Down, Forward then press Low Punch.



A ball of smoke will travel across the screen and form a ring around the other player. When surrounded by the smoke, the second player can move and jump, but they cannot block, hit back or use any special moves!

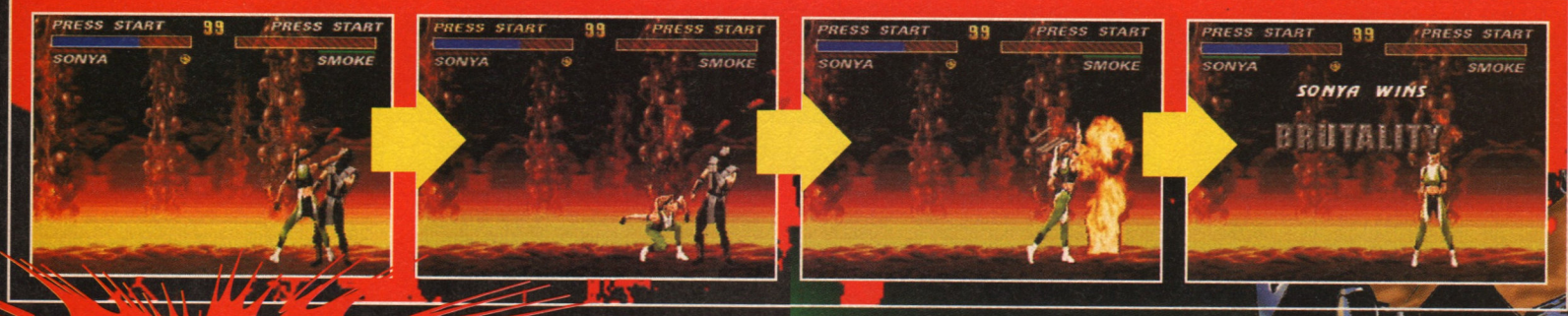
But, like Sub Zero's Double Ice Backfire, don't attempt to hit your foe with a second ring of smoke... If you do, the smoke will bounce back and envelope Noob, leaving at the mercy of his own special move!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

ALL-NEW 'ALITIES!

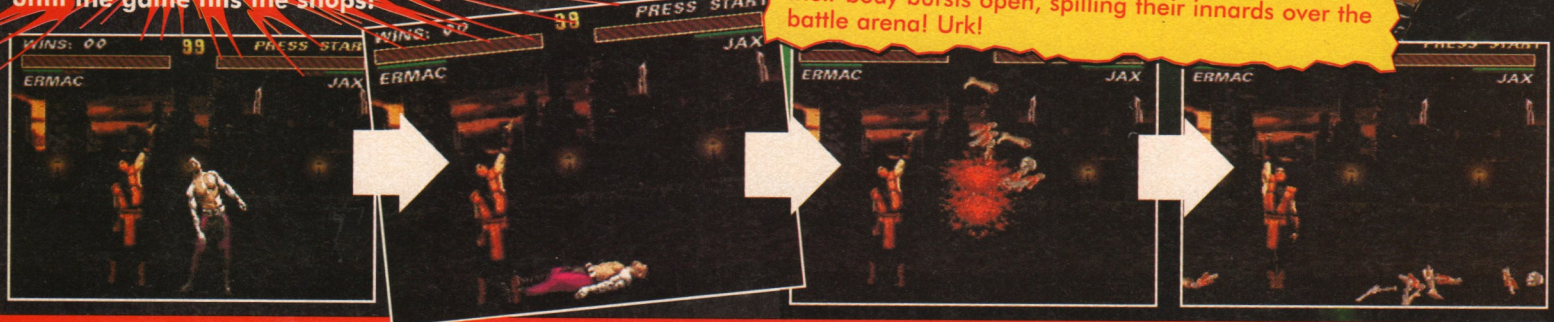
As well as all-new and much improved Fatalities, Babalities and Friendships, UMK3 features a wicked new feature known as the Brutality. When 'Finish Him!' appears, fighters can unleash a fearsome combo of punches and kicks on their opponent. As they do so, the sky darkens and the screams of pain become more intense until the second fighter explodes in a splash of blood, gore and severed limbs! Not one for the squeamish!



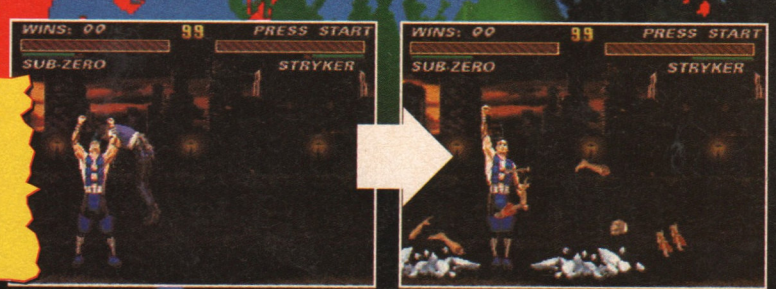
NOW YOU DIE!

Although we're not going to reveal all the new finishing moves, here's a few to have you slobbering with excitement until the game hits the shops!

ERMAC can use his telekinetic powers to deadly effect and smash other fighters off the ground until their body bursts open, spilling their innards over the battle arena! Urk!



JADE can spear enemies with her fighting stick and swing them up and down until they become a blur of red! Eventually the G-Forces will become too much and the fighter will explode in a splash of blood!



One of **SUB ZERO'S** brand new fatalities involves the frigid-one freezing his opponent with an icy blast, lifting them above his head, and then snapping their frosted corpse in two! Mmmmm, nice!

COMMENT

DAVEY

Making a new MK game was always going to be difficult. With such a brilliant formula to build on, it must have been tempting for the coders to simply copy everything they did before, call it Mortal Kombat 4 and stick it in the shops. However, even though UMK3 doesn't pretend to be a new game, Williams has greatly improved on the original, making it a game worth owning, even if you already have the earlier releases. It's faster, meaner, offers better options and the four new fighters are some of the best yet seen in the series. If you have never bought a Mortal game before, you must get this. And even if you have, this game will delight any true MK fan. It's bloody excellent!

As well as **SHANG TSUNG'S** old impale-your-friend-on-a-bed-of-nails fatality, he can now lift his opponent into the air and douse them in gallons of skin-eating acid! Burn, baby, burn!

REPTILE'S tongue fatality has been made even more disturbing. This time he can devour his whole opponent in three mouthfulls, his huge gob stretching wide to swallow all manner of body parts!

SAY HELLO TO OBLIVION!

Although UMK3 doesn't feature as wide a range of backgrounds as MK2 or MK3, some of the new battle arenas make ideal backdrops for maximum carnage!

THE DESERT A rolling sea of yellow sand provides an original backdrop for MK fights, but who's that struggling in the dunes? Why, it's our old friend Cyrax! Perhaps the Kombanants buried him in the sand while on a nice picnic and forgot about him!

THE DOCKS All the best gangster movies feature corpses floating in the water around spooky docks, and UMK3 follows this tradition. Now you can battle on a wooden pier on the fringes of a huge city and feed your opponents to the fish!

HELL Here the fights take place against a backdrop of molten lava, raging fires and pillars made from human bones! If you find this too scary, give your opponent a lethal uppercut and they will disappear through the roof into...

KAHN'S THRONE ROOM In this mysterious area you can see nasty Shao Kahn lurking in the back ground, watching the battle from the safety of his throne. This room is also dark enough for Noob Saibot to sneak around in the shadows and avoid attacks!

THE PORTAL It's good to be back... Since MK2, swirling portals have been a regular feature, and UMK3 is no exception. This time the fight takes place on a narrow bridge in front of a massive purple portal, the very door Shao Kahn used to invade earth!

LISTEN... D'YA WANNA KNOW A SECRET?

No Mortal Kombat game would be complete without a range of hidden features to keep you playing for months. Without giving too much away, isn't it odd that the opening screen has a huge empty space, just right for displaying secret menus? Also, if you watch the demo mode for long enough, you will see scraps featuring Smoke in traditional ninja gear! Could he be a secret playable character? We don't know yet, but we certainly hope so!

COMMENT

DAVE

When I heard that UMK3 was on its way, I was a tad worried; surely there was nothing new the guys at Williams could do to improve their brilliant but well-worn beat-'em-up series? Well, how wrong I was – UMK3 is a totally excellent addition to the MK saga that'll both delight fans and attract newcomers to the fold. The four new kombatants are much more than just rehashes of fighters past, and bring freshness and extra excitement to the battles. The new game modes are tops too, especially the eight-player tournament – great fun! Of course, the developers have had to make a few compromises here and there – for example, there's a notable decrease in the amount of speech and some of the backdrops are a little sub-standard – but they don't detract from what is THE Mortal Kombat game to own on Super NES. Fight!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				■
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH			■	
YEAR			■	

GRAPHICS — 90

▲ Large, well animated characters with bags of style and personality.

▼ The backgrounds aren't quite as detailed as in some of the earlier MK games.

SOUND — 87

▲ Atmospheric music, great effects and screams of pain when performing those Fatalities!

▼ Not as many voice samples as in MK3.

PLAYABILITY — 90

▲ With new tag-team and tournament options, UMK3 adds a new dimension to what went before.

▼ If you are not a fan of the genre already, there will be nothing new here to excite you.

LASTABILITY — 85

▲ With stacks of two-player options, loads of characters and secrets, this will last MK fans for ages.

▼ If you are beginning to tire of these games, this will be the final nail in your MK coffin.

OVERALL — 90

A new twist on an old formula, Ultimate Mortal Kombat 3 is an essential purchase for all MK fanatics and beat-'em-up freaks in general. However, if you are already bored with the Mortal mythos, perhaps you should wait for something new.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: T•HQ
- PRICE: £54.99
- RELEASE: LATE NOVEMBER
- GAME TYPE: STRATEGY
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: No
- OPTIONS: None

GAME INFO

- GAME ORIGIN: Sim City 2000 was hailed as the best game ever when originally released on the PC some two years ago – and now it's on the Super NES.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Beat the Megalopolis scenario!
- ALTERNATIVES: Sim City, Theme Park, Civilization.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Okay

X — Centre screen on cursor

A — Select/Begin building

B — Cancel/Switch between map and icons

Y — Scroll screen

L/R — L: Not used
R: Toggle population/funds info

S — Start: Not used
Select: Not used

GAME CREDITS

- DEVELOPED BY: MAXIS/BLACK PEARL
- DISTRIBUTED BY: T•HQ
- MADE IN: JAPAN
- ARTWORK: © MAXIS

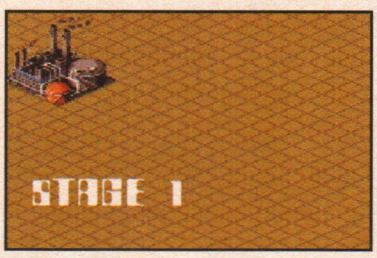
You've defeated Gargos and escaped the Vortex. You've saved Princess Daisy from the clutches of Bowser. And you've rescued Donkey Kong from K. Rool's sinister lair. But are you ready for the ultimate challenge: building and running your very own mega-city?

Wouldn't it be brilliant to be the boss of the world? You could do absolutely ANYTHING you wanted! Don't want to bother with boring homework? Simply ban it! Think playing videogames should be an Olympic sport? Issue a decree! Want every day to be Christmas Day? Your wish is their command! Of course, Sim City 2000, the sequel to the acclaimed and massively popular Sim City, doesn't give you *quite* that degree of ultimate power, but it does give you an insight into what it's like to be so powerful – and it's not half as easy as you might think...

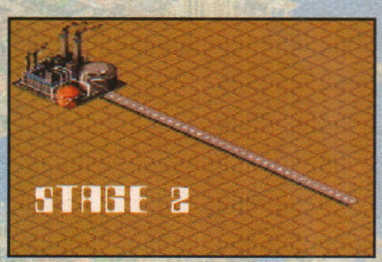
SIM CIT

HEAVY TRAINING!

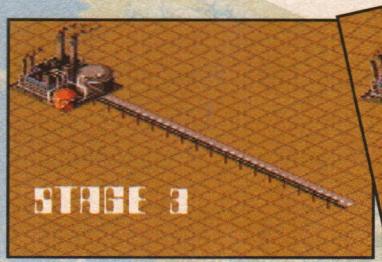
In SC2000 you assume the role of a newly-elected mayor, who's task is to build a city and provide homes, shops and workplaces for your loyal Sims (simulated people). Plan your city well and the Sims will flock to it in droves; plan poorly and it'll become a ghost town with tumbleweed rolling down the streets. But how do you start such an big job? It's easy(ish) – just follow me...



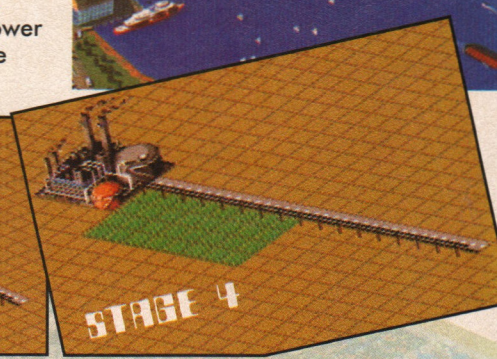
This looks like as good a place as any to start a thriving city. First thing to do is erect a power station – a coal-powered one will do for now.



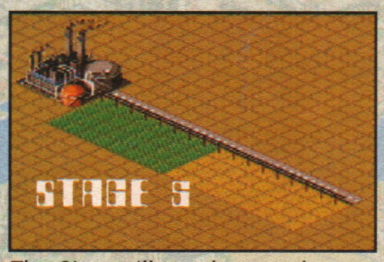
Now to build some roads – the Sims will need them to drive to the shops and their places of work. Mmmm, I love that smell of hot tarmac!



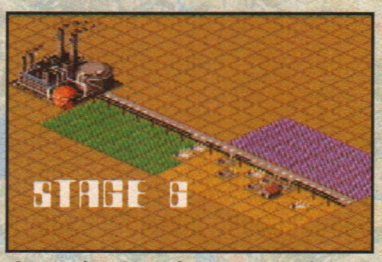
Hmm, I've got the power – but no-one else has! The soon-to-be community will need electricity, so it's best to erect some handy power lines.



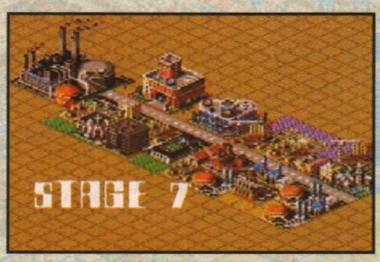
Sims need homes, so now's the time to create a Residential Zone. It's wise not to build it too near the power station 'cos of the pollution.



The Sims will need somewhere to work, so the next thing to do is establish an Industrial Zone. Again, keep it away from the Sims' houses!



Once the Sims have earned their wages, they like nothing more than to go and spend it all! Best set aside some land for a Commercial Zone then!



Now just add police and fire stations, hospitals and leisure facilities *et voila* – one thriving metropolis. See, it's easy? No, really, it is!

HEVENIN' STANNARD!!

Every so often a newspaper spins on-screen. Not only does it inform you of any major new inventions or structures available, it's also an invaluable guide to the mood of your Sims. In addition there are screens and screens of graphs and statistics that'll tell you how your city's population is growing, what the overall state of your Sims' health and education is like, the output of your various types of power plant, how your city's finances are doing, etc.

Y 2000

TACKLING THE BIG PROBLEMS!

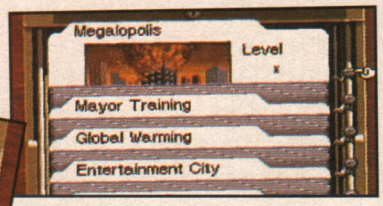
In SC2000 it's fun just creating your city. On selecting the Free Map option from the main menu, you're given an open stretch of land to do whatever you want with. However, if it's a 'game' you're after, then there are five scenarios of increasing toughness to tackle...

MEGALOPOLIS

A fire rages through your city. Once it's been extinguished, you must rebuild and achieve a population of 50,000 Sims within 8 years.

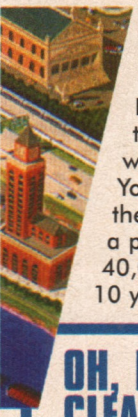
MAYOR'S TRAINING

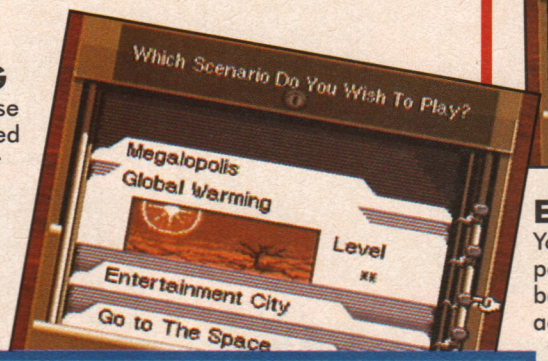
You're the newly-elected mayor of a city full of very unhappy and discontented Sims. Your task is to achieve a popularity rating of 66% within 10 years.



GLOBAL WARMING

The 'Greenhouse Effect' has caused the floods to get worse every year. You must tame them and achieve a population of 40,000 in under 10 years.





ENTERTAINMENT CITY

You're in charge of a city where people go to retire. You must beef-up the leisure facilities and achieve a 10,000 population within 15 years.

GOING INTO SPACE

Your city has been chosen as the base for the colonisation of outer space. You must focus on industry and education and build a rocket launching pad.

OH, IT'S AS CLEAR AS MUD!

Most of your time will be spent gazing at this, the Development Screen. It may look somewhat bewildering at first, but it's fairly easy to use when you know what everything does...

This cursor, used in conjunction with the icons at the bottom of the screen, controls everything. By pointing and clicking with it, you can lay roads, erect buildings, level ground... you name it!

SC2000 lets you name your city – what a nice touch!

Use the cursor to click on an icon and a menu will pop up, from which further selections can be made.

Everything costs money, and these dials show how much cash you've got left in the coffers. Basically the more Sims in your city, the more cash you get each year via taxation. To be honest, this budget thing can get very complex, but luckily you can opt to let the CPU handle it for you.

You can choose to start building in almost any year from 1900 onwards. As the years slowly tick by, more and more inventions, like nuclear power and airplanes, become available, each of which bring their own peculiar benefits and problems.

This is your window on your city. It only shows you a small portion of the overall map, but you can scroll around by moving the cursor to the edge of the screen.

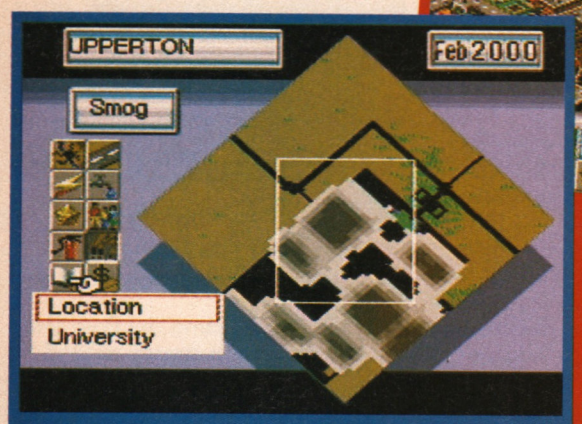
This bank of icons lets you access graphs of various stats, inspect an overall map of the area, zoom the main display in and out, and so on.

This bank of icons lets you access all the different things you can construct, from roads, power lines and water pipes through houses, shopping malls and schools to power stations, sports stadiums and airports.

Success in SC2000 is primarily about finding the right balance between your Residential, Commercial and Industrial Zones. These three meters give you an 'at-a-glance' guide to the demands of your Sims; if the meter rises up then they have need of that type of Zone but, if it drops down, they don't.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



POLLUTION SOLUTION!

As mayor your main aim is to keep your Sims happy – if you don't you'll be thrown out of office! For instance, Sims don't like pollution, so make sure you don't situate their homes near the power plants. Also, although building tower blocks and skyscrapers makes efficient use of the land and generates more revenue, not all Sims like living in an urban jungle. And don't forget that Sims like to relax too! Leisure parks and sports stadiums may seem like an expensive waste of cash, but they'll cheer your Sims up no end.

VOTE FOR ME!

Perform well and your grateful Sims will reward your sterling efforts with a little treat. Initially they'll give you a mayor's compound, a luxury pad where you can chill out between civic meetings. Next they'll let you build a city hall, an impressive administrative centre where you can carry out your business in style. Finally – and if you do really well – the Sims will erect a carved statue of you, so that you will be remembered forever! Hail the leader!

COMMENT

DAVE

As much as I love 'typical' Super NES fodder like platformers and beat-'em-ups, I have to admit it makes a nice change to play something a bit more 'meaty' for once. SC2000 is not the sort of game that you can just pick up and play within a couple of minutes – indeed, I reckon it'll take you a good day just to get to grips with the basic principles of city building. But, as fans of the original Sim City will know, this doesn't make SC2000 dull or tedious – the game is so well-designed that even learning how to play it is fun. And the even better thing is, once you've got to grips with the controls, there's the challenge of the five scenarios to conquer and, of course, the endless joy to be had from creating and nurturing your very own metropolis. SC2000 has a few flaws – scrolling around the map is a touch laborious, the gameplay is slow, and you can only save one city at any given time – but these are trivial compared to the sheer scale and depth of the overall package. You won't find a better way to while away the long, cold winter nights that lie ahead.

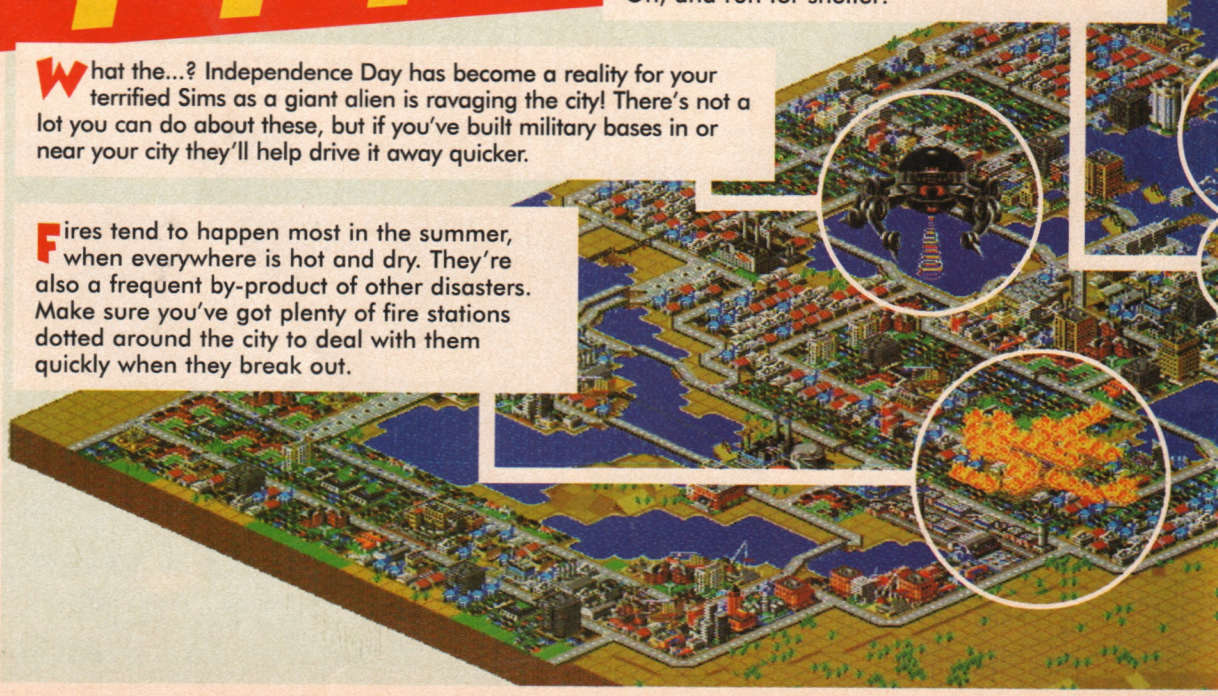
WHAT A DISASTER!

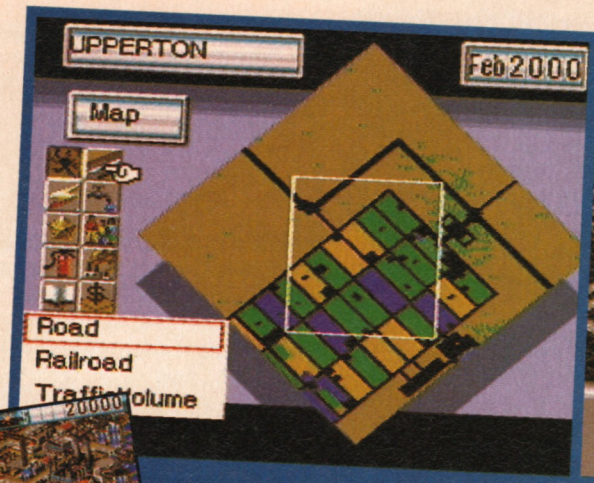
As your city grows and prospers, there's always the risk that a major unexpected disaster will happen and throw all your carefully-laid plans into disarray – that is, unless you've selected 'No Disasters' from the Options menu.

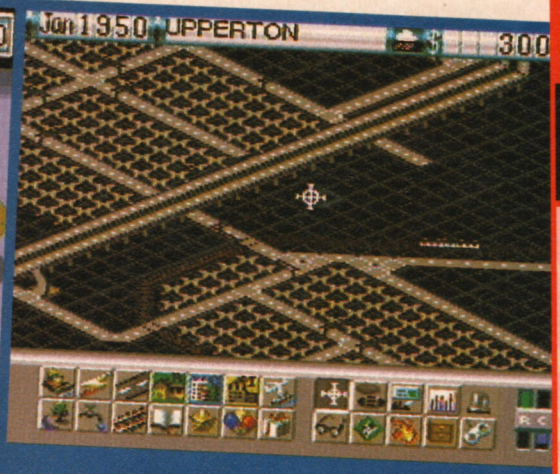
There's no way to prevent tornadoes and hurricanes; the best you can do is keep an eye on the weather reports and, if it looks like a twister is on the way, bolster your police and fire departments to deal the imminent crisis. Oh, and run for shelter!

What the...? Independence Day has become a reality for your terrified Sims as a giant alien is ravaging the city! There's not a lot you can do about these, but if you've built military bases in or near your city they'll help drive it away quicker.

Fires tend to happen most in the summer, when everywhere is hot and dry. They're also a frequent by-product of other disasters. Make sure you've got plenty of fire stations dotted around the city to deal with them quickly when they break out.

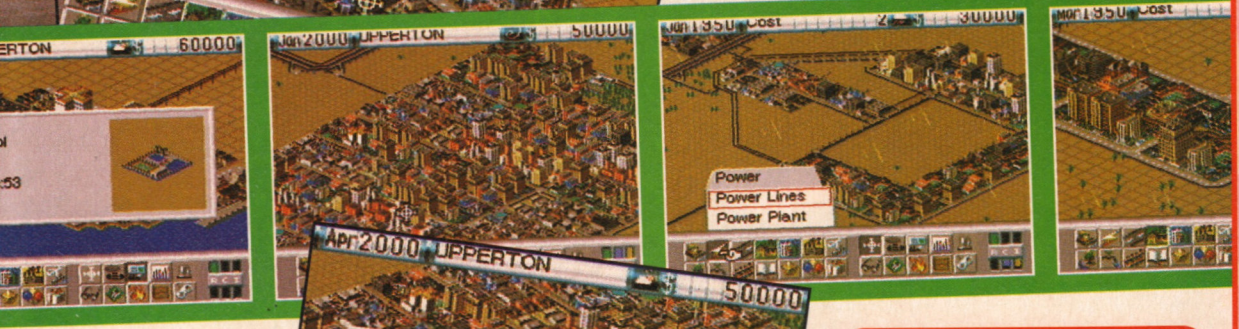




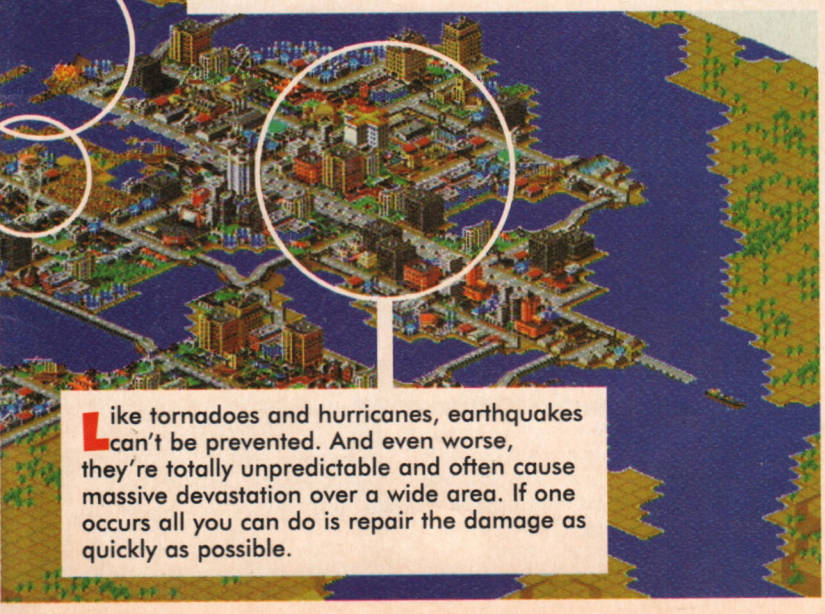


READY FOR A REAL CHALLENGE?

Even over four pages I've barely scratched the surface of what SC2000 offers. As your skills grow and your metropolis begins expanding you'll have to start worrying about all sorts of stuff, like designing the layout of the water and sewage system beneath the city, financing your more ambitious construction plans by issuing bonds, enacting programs bills and ordnances to keep your Sims happy, building a rail and public transport network... the list never ends. If it's a long-lasting challenge you're after, this is where you'll find it!



Floods are the curse of the wet season, and cause damage to your coastal and riverside districts. A good idea is to build dykes around areas in risk – it's expensive, but it's easier to prevent floods than deal with their after-effects



Like tornadoes and hurricanes, earthquakes can't be prevented. And even worse, they're totally unpredictable and often cause massive devastation over a wide area. If one occurs all you can do is repair the damage as quickly as possible.

COMMENT

SHAUN Initially I wasn't that turned on by the idea of SC2000; after all, how interesting could building a city be? However, to my surprise the answer was 'Very... eventually'. To be honest I normally steer well clear of this sort of thing – I'm not one for using me bonce unless I really, really, *really* have to – but Dave ordered me to review the game, so review it I did. And as I first expected, it was a bit of a slog to begin with, despite the admittedly excellent Tutorial mode – there's just so much stuff to get to grips with. However, after a while things began to come together and you know what? I actually found myself having FUN! Yes, there's an undeniable pleasure to be had from keeping all those little Sims happy, and the deep satisfaction in sustaining a huge, sprawling super-city is immense. It won't suit everyone, but it might suit you, sir.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION			■	
CHALLENGE				■
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY				■
WEEK				■
MONTH				■
YEAR				■

GRAPHICS — 89

▲ Detailed and nicely animated – amazing given their size!

▼ At maximum zoom, working out what's what in a big city can be tricky.

SOUND — 84

▲ Pleasant tunes and the odd sound effect to emphasise major events.

PLAYABILITY — 90

▲ Easy-to-use icon system and a tutorial get you into the swing of things.

▼ The scrolling is a little sluggish and the gameplay slows down slightly when your city gets very big.

LASTABILITY — 96

▲ It'll take you ages to get to grips with the game's many facets, whence you'll be hooked for life!

OVERALL — 93

SC2000 is big in every sense – there's not a more detailed sim on Super NES. You'll need patience to get the most out of it, but make the effort and you'll not find a more rewarding game. A worthy successor to the original Sim City, and a must-buy classic.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: TITUS
- PRICE: £39.99
- RELEASE: LATE NOVEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 4 MEG

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Three
- OPTIONS: No

GAME INFO
- GAME ORIGIN: A brand new platform adventure from French developers Titus, aimed squarely at a younger (infant?) audience.
- GAME DIFFICULTY: Easier than a Burt Bacharach album!
- SCORE TO BEAT: Beat the whole game!
- ALTERNATIVES: Any of those cutesy-wutesy, lovey-dovey Disney platformers.

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent

X — Not used

A — Bang wand

B — Jump

Y — Shoot

L/R — L: Not used, R: Not used

S — Start: Pause, Select: Not used

GAME CREDITS
- DEVELOPED BY: TITUS
- DISTRIBUTED BY: TITUS
- MADE IN: FRANCE
- ARTWORK: © TITUS

When Mr Miyamoto unleashed Mario on the world back in 1980, he could never have imagined the influence his little Italian plummer would have on video games. From the original Donkey Kong to the groundbreaking Rare adventures and from Mario Bros to Super Mario 64, platforms have always been vital in Nintendo games. And guess what? Titus' new game is no different!

In a galaxy far, far away, the peaceful planet of Cauldron is under attack from Neucroman, evil emperor of The Dark World. To make matters worse, this naughty chap has kidnapped Cauldron's resident sorcerer, Zimro, without whom the whole planet will fall into chaos! So now it's up to Zimra, Zimro's none-too-attractive daughter, to save her father, destroy Neucroman and restore law and order. However, to find Zimro our heroine must fight her way through hordes of demons and trolls, defeat a range of evil bosses, and find the Magic Book to challenge the evil sorcerer in the ultimate battle!

Oh dear... I seem to be trapped by a large and particularly heavy stone wall. What a bummer!

incanta

A BRAVE NEW WORLD!

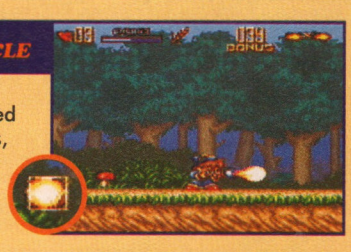
Incantation is spread across many different locations, from pretty forests and swamps to underwater caverns and spooky subterranean catacombs. As well as the usual side-scrolling levels, other locations require our heroine to negotiate precarious vertical challenges where one false jump could end in disaster! Each level also features a Toll Troll who demands payment of three sheaths of corn before he'll let you pass, while a massive Boss hides at the end of every location who must be destroyed to open a magical portal.

TREASURE HUNT!

As well as sheaths of corn to pay the Toll Trolls, Incantation also features a stack of different power-ups for Zimra to collect. Coins, bags of treasure and golden chalices can all be picked up to increase your bonus score, and if this figure exceeds 100 at the end of a level you're awarded an extra life. The levels are also scattered with mysterious wooden chests which, if opened, reveal a range of spells for Zimra to cast. Here's some of the spells you can find...

GOLDEN CIRCLE

This icon gives Zimra an unlimited supply of fireballs, good for bashing those end-of-level nasties.



BLUE CIRCLE

These spells provide an endless stream of scary pumpkins which roll across the ground and attack monsters!

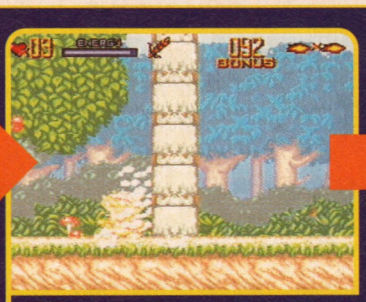
BLUE BOMBS

This spell furnishes our heroine with bombs which can be used to smash through certain platforms.

BOX OF STARS

If you need to shoot out-of-reach trolls and monsters, this homing-missile spell is just what you'll need!

I know, I'll just smash the crystal ball perched in this tree to see if that'll help me in my predicament...



Wowzers! On smashing the crystal I have unleashed a ball of stars which are now dancing across the screen...

My goodness! The stars have transported me from the wall, allowing me to continue my quest. Yippie!

I GET AROUND!

As well as running and jumping, Zimra must use a variety of special platforms to get around Cauldron's lovely locations. In the catacombs there are floating platforms made from dozens of skulls which begin to move when Zimra lands on them, while the swamp levels feature lilypads with mysterous creatures hiding underneath which throw her into the air. There are also bouncy chests (wayyy-heyyy!) which can be used to reach high platforms, and crystal balls which transport our heroine to different parts of the game.

tion

COMMENT

DAVEY

Saving a planet from the perils of black magic has never been simpler! There's no denying that Incantation is a beautiful game with big sprites, lovely backdrops and a good variety of monsters. However, the game is much, much too easy. Although aimed at a younger market, any player with experience of platform games will quickly whizz through the levels and, as the monsters follow simple attack patterns, it won't be long before you've finished the game. Incantation's superb presentation promises a lot, but at the end of the day you'll be left yearning for more. This is a good game to introduce new players to the wonders of the Super NES, but most definitely not one for experienced gameheads.

SCARY MONSTERS!

Incantation features a horde of nasties who are all intent on stopping Zimra from saving her father. The monsters include Red Bats who hide in trees and pretend to be apples, Trolls who lurk in hedges and throw bombs, Grubs which slither around in swamps, fire-breathing Venus Flytraps and Whirlwinds which try to knock Zimra into bottomless pits. The end-of-level bosses include a monster Frog which spits stones, massive Beetles who summon falling rocks from the skies and Trolls who wag their tails and throw missiles. Strange bunch...

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE	■			
REFLEXES		■		
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK		■		
MONTH				
YEAR				

GRAPHICS — 85

▲ Nicely detailed, well-animated monsters and colourful backgrounds.

▼ Is Zimra really a young lady...?

SOUND — 85

▲ Thankfully, even though the game is twee, the music is surprisingly mature and atmospheric.

▼ However, the sound effects are too cutesy and annoying.

PLAYABILITY — 80

▲ A very easy game to get into...

▼ But there simply isn't enough challenge for experienced gamers.

LASTABILITY — 60

▼ I'm afraid this is one adventure that'll be over all too quickly.

OVERALL — 78

Incantation is a nice attempt to give younger gamers something to get their teeth into, but even they'll speed through the levels. However, if you've got a younger sibling who you want to initiate into all things Nintendo, this is a good starting point.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Williams ARCADE'S GREATEST HITS

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CART SPEC

- BY: WILLIAMS ENT.
- PRICE: £34.99
- RELEASE: LATE NOVEMBER
- GAME TYPE: SHOOT-'EM-UPS
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Yes
- OPTIONS: Zillions!

GAME INFO

- GAME ORIGIN: Five of the greatest arcade games from the Golden Age Of Video-Gaming collected onto one Super NES cart.
- GAME DIFFICULTY: Totally awesome!
- SCORE TO BEAT: Stay alive longer than two minutes!
- ALTERNATIVES: Mr Do!, Battlezone/BreakOut, any of the Arcade Classics series.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Superb

X — Varies

A — Varies

B — Varies

Y — Varies

L/R — L: Varies, R: Varies

S — Start: Pause, Select: Not used

GAME CREDITS

- DEVELOPED BY: DIGITAL ECLIPSE
- DISTRIBUTED BY: T•HQ
- MADE IN: USA
- ARTWORK: © WILLIAMS

Oh blimey, not more blummin' old games? Yup, I'm afraid 'tis so – and this month it's arcade maestro Williams' turn to dust off its back catalogue of creaking classics and join the retro-gaming revolution. So, once again, let's all go back to the days when men were men and games were... well, rock hard...

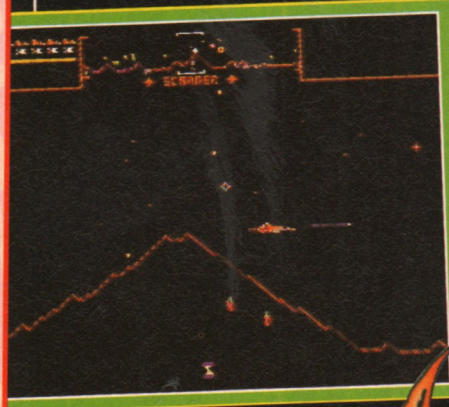
You know the scene. You've reached the final battle in Donkey Kong Country 2 and are frantically wrestling with the joypad, struggling to stay alive as K. Rool lobs a stream of bombs and barrels at you. Then, just as you're about to defeat the big guy and finally finish the game, your big sister's gormless boyfriend enters the room and grunts "You know, this ain't nearly as good as the games I used to play when I was a kid." Your intense concentration is broken, you miss-time a jump and... well, perhaps you'll finish the game another day, eh? As annoying as your sis's boyf's interruption is, even more annoying is the crap the idiot's spouting. So, the lamentable Mr Do! (which scored a measly 46% last issue) is better than DKC2, is it? I don't think so! However, just when you were starting to think that all this retro fever was just so much nostalgic hot air, along comes Williams with a collection of *real* classics...

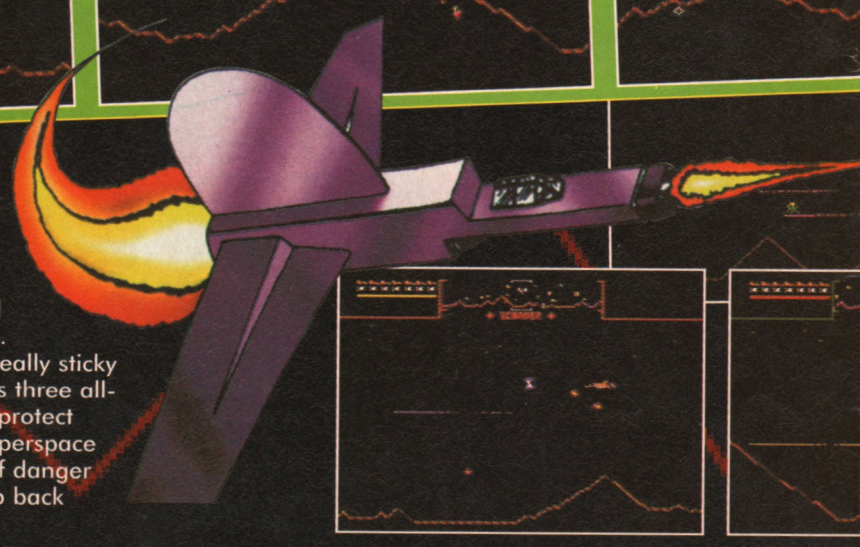
Wil
ARCA
GREATES

DEFENDER & DEFENDER II

DO THE MUTANT MASH!

For many coin-op connoisseurs, Defender remains the finest shoot-'em-up ever created. As pilot of a lone starfighter, it's your sworn duty to protect the tiny humanoids walking the craggy surface of the planet below from wave after wave of aliens intent on kidnapping them and turning them into hideous mutants. Should all the humanoids be captured or killed, the planet explodes and a furious fight for survival against hordes of muties begins!





ALL-NEW, ALL-DEADLY!

As the game progresses new and more vicious alien species join the fray, such as mine-dropping Bombers and hyper-fast homing Swarmers. However, should things get really sticky the plucky Defender pilot has three all-conquering Smart Bombs to protect himself with, as well as a Hyperspace button to warp himself out of danger – with the risk that he'll warp back on top of an alien!

JOUST

WHEN KNIGHTS WERE BOLD!

The simplest and least satisfying of the games collected here is Joust, in which you climb into the saddle of a flying ostrich and, armed only with a lance, do battle with other riders. To defeat your foes your must first prod them from above, unseating the rider and turning them into an egg (!), then you have to collect the egg, thus preventing the rider from 'hatching' and rejoining the battle. Joust is fun and packs some surprises – look out for the hand reaching from the lava at the bottom of the screen! – but never quite provides the pure adrenalin-rush that the other games do.

JOUST FOR FUN!

Joust's controls are so simple, they're, er, *really* simple. You just tap any button to flap your steed's wings and soar up into the air, then use the D-pad to steer left and right!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

ROBOTRON 2084

THE ROBOTS ARE REVOLTING!

Robotron 2084 is the ultimate blast – a fast, frantic and unrelenting battle against the odds that'll have your joypad dripping in sweat! You are Earth's last hope, a tiny bloke with a big gun, who must zap the android hordes approaching from all sides. Blast 'em all and you move onto the next screen where you get more of the same, only faster and with new, deadlier robots. And if you're really good, you can attempt to rescue any fellow humans caught in the cross-fire for mega bonus points.

MULTI-WAY MADNESS!

In the arcade, the Robotron 2084 coin-op sported two joysticks: one to guide the hero around the screen, the other to control his direction of fire. On the Super NES joypad this has been replicated to perfection, with the D-pad used to move and the A, B, X and Y buttons to fire right, down, up and left respectively. In addition, by pressing two buttons simultaneously – say, X and A, or Y and B – you can fire diagonally.

COMMENT

DAVE

Unlike so many of the other arcade ancients reheated and served up to us recently, the five games on this exceptional cart really ARE classics. And the really important thing is that they're not classics because they're old (although they are) or because they were influential (although they were – especially Defender and, to a lesser extent, Robotron 2084), but because they're still as addictive and unbelievably playable today as they were when they debuted in the arcade all those years ago. True, they're not the sort of games you'll play non-stop for weeks and weeks – they lack the depth for that – but I guarantee that you'll keep coming back to them every now and again for years to come. WAGH offers hours of entertainment, stacks of variety and phenomenal value, and is an essential addition to your Super NES collection.

COMMENT

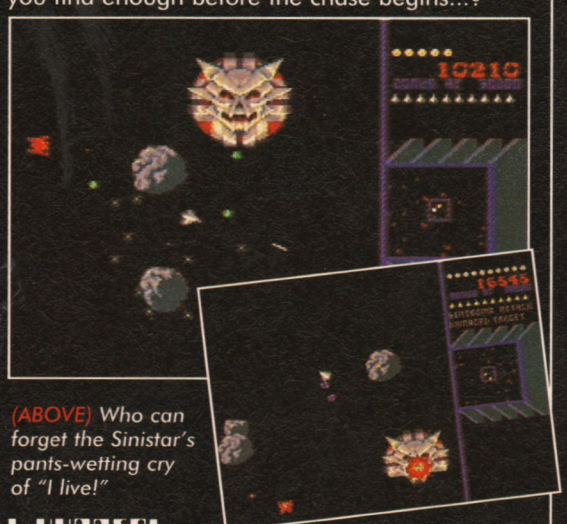
DAVEY

Unlike the crustier NMS-ers, I don't remember all these games from the first time round. Defender and Joust were familiar and brought back fond memories of the money I wasted in arcades as a kid, but Robotron 2084 and Sinistar were totally new to me. So how do I rate these games without the aid of rose-tinted glasses? Fantastic, actually! With two-players Robotron is one of the most exciting and bowel-loosening games you can find, and it isn't long before you forget about the mediocre graphics and become totally absorbed in the action. Sinistar is also excellent, the frantic battles and hordes of enemies presenting a challenge lacking in many of today's graphic-conscious games. The Defender games and Joust are just as good as they ever were, all of which makes WAGH a cartridge every Nintendo-head should have in their collection!

SINISTAR

ENEMY MINE!

This is probably the leas[illegible]own of the five classics, but one of the best. In this tense race against time, you zoom around the multi-way scrolling starfields in your starship, blasting alien ships while mining the asteroids for glowing Sinibombs. Meanwhile the aliens are building the giant Sinistar battle station which, once complete, will hunt you down and destroy you. Only Sinibombs can destroy the Sinistar, but can you find enough before the chase begins...?



(ABOVE) Who can forget the Sinistar's pants-wetting cry of "I live!"

I HUNGER!

Like all of these Williams classics, the game controls are basic in the extreme, with the D-pad used to steer the ship, the Y button to fire its laser and the X button to drop those Sinistar-sapping Sinibombs.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Perfect copies of their arcade counterparts...

▼ ...Which inevitably means they look dated.

71

SOUND

▲ The brilliant but weird electronic burps and bassy explosions are part of what made Williams games famous.

85

PLAYABILITY

▲ These classics defined the term.

94

LASTABILITY

▲ Whenever you fancy a quick blast you'll come running back.

▼ The amount of variety within each game is limited.

92

OVERALL

92

Time marches on, but these true classics are as good today as they ever were. Whether you're a nostalgic crusty looking for retro thrills or a sceptical nipper who just wants to see what all the fuss was about, buy this now – you won't be disappointed.

Advertisement

SOMEBODY STOP HIM

HE'S GIVING AWAY A

NINTENDO 64

PLUS 3 GAMES TO BLOW! YOUR MIND

PILOT WINGS 64

MORTAL KOMBAT TRILOGY

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Who is MARIO'S brother in the game Super Mario?

a) Tarzan

b) Luigi

c) Orchid

NAME .....

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ANSWER .....

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: ELECTRONIC ARTS
- PRICE: £44.99
- RELEASE: LATE NOVEMBER
- GAME TYPE: SPORTS SIM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Customise match.

GAME INFO

- GAME ORIGIN: The third game in the NBA Live series.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Beat Chicago Bulls 89-72 with Charlotte Hornets.
- ALTERNATIVES: NBA Jam TE, NBA Live '96.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Pivot/Jump

A — Shoot/Push

B — Pass/Switch player

Y — Not used

L/R — L: Not used, R: Turbo

S — Start: Pause, Select: Previous menu

GAME CREDITS

- DEVELOPED BY: NUFX
- DISTRIBUTED BY: E.A
- MADE IN: USA
- ARTWORK: © ELECTRONIC ARTS

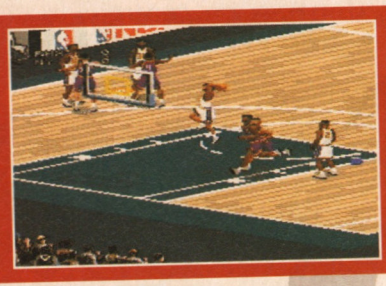
Here's another American sports sims featuring teams competing for a World Championship. Now, correct me if I'm wrong, but surely you need competitors from other countries before it can rightly be called a 'World' Championship. Oh well, just a thought...

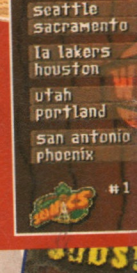
Basketball is one of the few games that has worldwide appeal. For a start, the rules are pretty easy to understand (apart from a few minor technicalities), and the action is about as fast as you're gonna get. But although the English league is already in progress, it's not quite the same watching a bunch of NBA dropouts who have defected to England. They try to kid us that they're here for the experience, when we know it's a choice between England or a job on their uncle's car lot. Luckily for all you basketball fanatics, EA's latest basketball sim is endorsed by the NBA, so if you want to play alongside Dennis Rodman – now's your chance.

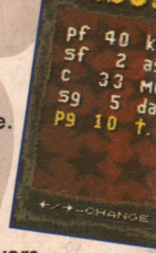
NBA LIVE 97

PLAY-A-WAY-WAY!

There is an abundance of gameplay modes on offer catering for all levels of expertise. Once you've determined which of the Exhibition, Season and Playoff games you wish to compete in, even more choices can be made before you take to the court. Newcomers are advised to turn off all the rules to make it easier to learn the basics: the ball now stays on the court, there are no fouls and the players don't begin to tire as the match wears on.







PERFORMANCE-RELATED PLAY!

The game features all the teams from the NBA, each of whom is rated on their 1996 performance. They are ranked in four disciplines: Scoring, Rebounds, Ball Control and Defence. However, each individual player is also rated in several applications including passing, agility, offensive and defensive abilities, and shooting. The top players for each position automatically make the starting line-up; however, substitutions can be made when you're in possession of the ball, or every time a foul is committed.

SCORES ON THE DOOR!

If you decide to compete for the World Championship, it can be an uphill struggle playing all 82 league matches with the playoffs just around the corner. As well as the option to reduce the number of games in the season, EA allows you to simulate the match by simply displaying the final score. Most of the time the result goes with the stronger team, but don't rely on this mode to get you through the easier games 'cos the occasional upset will occur.

WIN AT ALL COST!

The latest gameplay additions are the 2-on-2, and 3-on-3 matches. Both of these games are played using one half of the court, with each team taking turns receiving the ball. However, if a player fails to score, the ball is 'live' until somebody dunks it through the hoop. Once the ball is intercepted, you cannot simply pick up the ball and shoot; you must walk it out of the 'D' before you can engineer an attack. Although the match is played on a real court, the rules are the same as you'd find in a 'Street game', so expect players to take advantage of the 'No Penalty' ruling, and dish out plenty of dirty tricks to gain an advantage.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	■
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	
MONTH				
YEAR		■		

GRAPHICS — 84

▲ Larger players, and now you're even closer to the action. The whole presentation also looks more 'streetwise'.

▼ Not as realistic as previous editions.

SOUND — 83

▲ The crowd react to what's happening.

▼ There doesn't seem to be much atmosphere generated by the crowd.

PLAYABILITY — 82

▲ Incredibly smooth and the pace of the game is spot on.

▼ Has a looser feel which doesn't make you seem totally in control.

LASTABILITY — 86

▲ Several game options, and the new 2-on-2 and 3-on-3 modes are a very welcome boost.

▼ You'll never make it through all 82 matches in Season mode.

OVERALL — 83

NBA Live '97 is a pretty good game, but doesn't play as well as the '96 edition. Worth a look if you're new to basketball – however, die-hard fans should think twice before upgrading.

COMMENT

SHAUN

EA seems to be going through something of an experimental stage, moving away from the tried-and-tested formulae of its sims. Both NBA and FIFA are considerably different from their previous incarnations – sadly, though, not for the better. The characters don't look quite so realistic, and the play control seems much looser, making it feel like you're not totally in control of what's going on. On the plus side, the new gameplay modes are a blessing and make a pleasant change from the usual four quarter matches. NBA Live '97 is still a pretty good game, and should prove to be more than enjoyable to even the most hardened basketball fan. It's just that some of the realism that made the others so popular seems to be lost.

REVIEW

GAME BOY

CART SPEC
- **BY:** UBI SOFT
- **PRICE:** £22.99
- **RELEASE:** NOVEMBER
- **GAME TYPE:** RACING
- **CART SIZE:** 1 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1 Player
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** Various

GAME INFO
- **GAME ORIGIN:** A Super Mario Kart look-a-like that became a huge hit on the Super NES.
- **GAME DIFFICULTY:** Variable
- **SCORE TO BEAT:** Win the Silver Cup
- **ALTERNATIVES:** Micro Machines 2, RC Pro-Am.

SUPER GAME BOY
- **ADDITIONAL FEATURES:**

GAME CONTROL
- **CONTROLLER:** Game Boy
- **RESPONSE:** Moderate

A Brake

B Accelerate

S Start: Pause

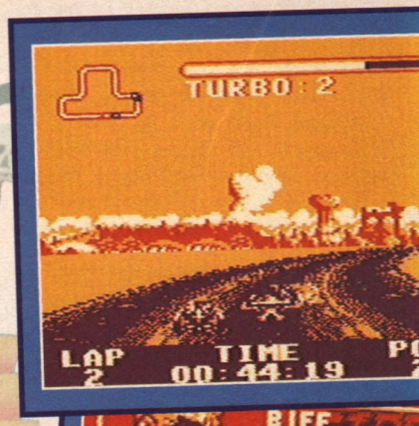
S Select: Not used

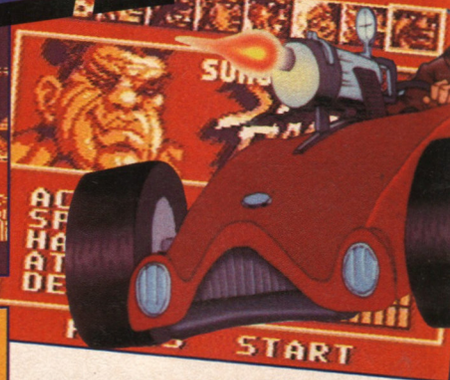
GAME CREDITS
- **DEVELOPED BY:** VIVID IMAGES
- **DISTRIBUTED BY:** UBI SOFT
- **MADE IN:** UK
- **ARTWORK:** © UBI SOFT

The Christmas period is almost upon us, and luckily we've seen the release of some pretty tasty Game Boy software such as Tetris Attack and Donkey Kong Land 2. Will Street Racer prove to be a triple treat? Let's take a look and find out...

At first glance, Street Racer on the Super NES looked like a Super Mario Kart rip-off. However, on closer inspection, you soon realised there was much more going on than you first realised. For a start, SR had been developed without the use of fancy chips; no FX or DSP's were needed speed the game, and it's pace was down to the expertise of game developer, Mev Dinc. It was also the first game to incorporate a split screen, four player option and, to top all this, a couple of different racing modes were thrown in! The Game Boy version has been in development for some time and is now ready for release. Unfortunately, the two player option has been removed but, as you're about to discover, there's more than enough to keep you speed freaks firmly at the wheel!

STREET RACER



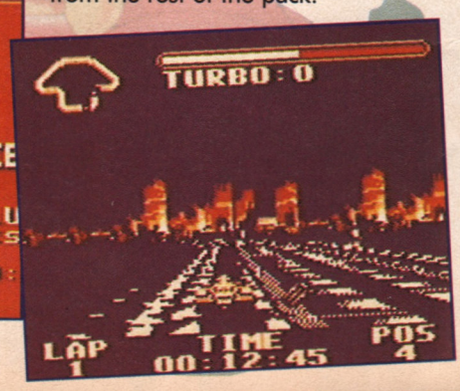


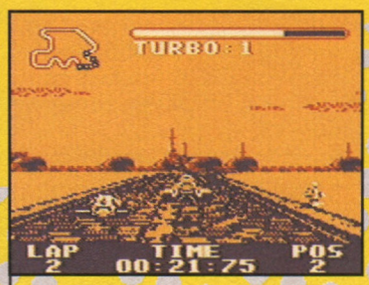
BOMBS AWAY!

As well as keeping a wary eye on the other competitors, you'll also need to pay attention to the road ahead as the track is scattered with power-ups and hazards. Bombs have been strategically placed throughout the courses which can stop your kart in its tracks. However, rockets can also be picked-up which will give your kart that much needed burst of speed to help you break away from the rest of the pack!

I LIKE DRIVING IN MY KART!

Street Racer allows you to control one of eight characters, each of whom has their own unique kart and can go head-to-head to win the Bronze, Silver and Gold championships. There are 24 tracks available, all of which have been cleverly designed to cater for all levels of expertise, along with a few bonus tracks for players who are good enough reach the winners' podium three times. There is also a Practice mode which allows players to select any of the tracks and compete in a one-off race.



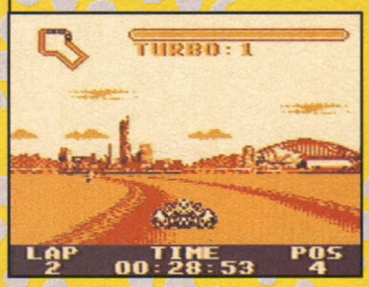


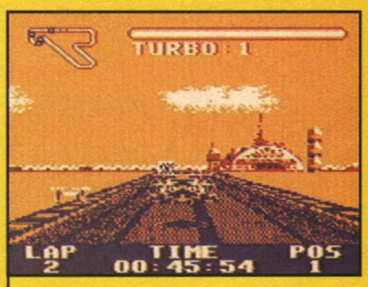
SURF SISTER

Surf may look like a blonde bimbo, but she's brainier than the others give her credit for! She uses her good looks to her own advantage by blowing kisses to other drivers, only to punch them when they get too close! She drives a VW Beetle which is fast but lacks quick acceleration. Looking like a Baywatch favourite, her course takes place, not surprisingly, on the beach.

HODJA

This Turkish magician can prove more than a handful for the other competitors, even though he's 400 years old! Not one for violence, Hodja rarely uses his special powers, preferring to let his racing skills do the talking. Hodja can levitate above the other drivers, enabling him to break away from the pack. His home track takes place on the cobbled streets of Istanbul.





HELMUT

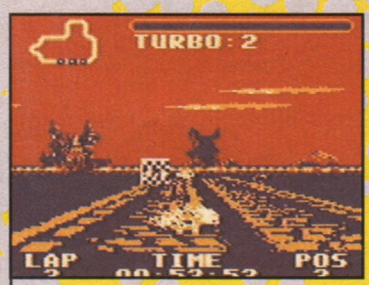
Helmut is a retired German pilot, and has combined an old tri-plane with a Mercedes racing car to create his dream machine. Naturally, being used to flying, his race takes place on a disused runway in the Bavarian countryside. A frail old man, Helmut uses his walking stick to good effect in his special attack!

BIFF

Biff, an American college dropout, is your typical boy racer and believes that his souped-up 4WD buggy is the ultimate babe magnet. He's pretty stupid and would rather sort out any problems on the track with a quick smack from his baseball bat! Biff's dirt track has been cleverly designed to maximise his vehicle's potential.

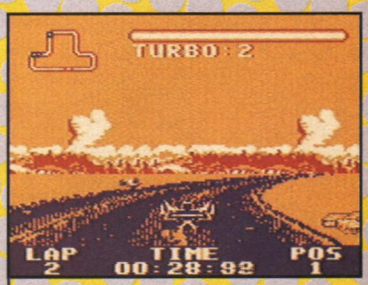
SUZULU

Suzula relies on getting ahead of the field with as little contact as possible 'cos his kart is made from old sticks and animal fur! He has been learning Voodoo from his father and has used this to develop his Stick Poke attack. His track is situated in the heart of the African jungles where the wide open plains are ideal for his light vehicle.



SUMO-SAN

Due to his bulky frame, Sumo-san's vehicle has been reinforced to take the extra weight. He's used futuristic gadgets to equip his car with an Electrocuting attack, and has also designed a metal race track which creates numerous problems for the other racers.



FRANK

Subtilty is not Frank's strong point. This jolly green giant, complete with a bolt through his neck, originates from Transylvania and his track runs through an overgrown graveyard. Don't get too close to him though... although Frank's a friendly chap, he's armed with a lethal Big Monster Mash punch!

RAPHAEL

This romeo from Italy is as smooth as an eel when it comes to impressing the ladies but, like all Italians, he has a fiery temper! Raphael drives a convertible sports car – the perfect chickmobile – which is extremely fast but prone to misfiring. His course takes you through winding roads in the heart of the Italian countryside.

REVIEW
GAME BOY

POINTS OF VIEW!

Not only do players win points depending on their final position, there are bonuses too! One point's awarded for collecting the most stars in a race, recording the fastest lap or by lapping an opponent. There are also two points up for grabs if you complete a perfect race; to do this you must avoid all the mines and any collisions with other vehicles. These points can be obtained regardless of your finishing position, so if you're at the back it is advisable to ease off of the accelerator and make sure you complete the course with no hiccups.

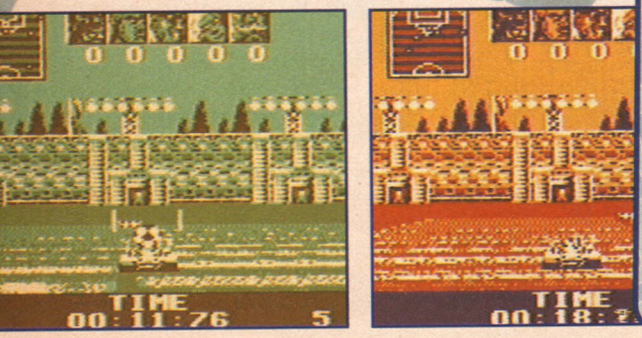
COMMENT

DAVEY

While Street Racer on the GB is a fun game and ambitious project, I have to agree with Shaun that it tries too hard to be great. While playing I often found that I became confused between the racers as they look very similar, making it hard to judge which special attack to avoid. Also, certain characters tend to blend into the racetracks and become indistinguishable, the road design itself being too fussy for the GB platform. This is a real shame as the select screen offers funny characters with bags of personality, yet this can't be appreciated while playing. Even so, Street Racer is entertaining and challenging, and you could buy a lot worse games than this.

VARIETY IS THE SPICE OF LIFE!

After whizzing around various tracks for hours, you may feel like playing something a little different, like a sports game or beat 'em up perhaps? Well, with Street Racer on your Game Boy, there's no need to switch off 'cos it comes complete with bizarre Soccer and Rumble games! Soccer allows you to compete in a time or goal challenge and play on three pitches - Indoor, Outdoor and Ice. Rumble gives Road Rage sufferers the chance to vent their frustrations by knocking the other competitors off the track in a kill-or-be-killed battle!



COMMENT

SHAUN

To be able to cram this much into a GB cartridge is an achievement in itself, but how does it compare to it's 16-bit counterpart? Not too bad is the short answer, although there are a couple of drawbacks. The game would have worked much better if the coders had simplified the tracks and paid more attention to the characters. Trying to go head-to-head with it's 16-bit rival is SR's downfall. The tracks all look similar and are far too complicated. The Football and Rumble modes on the Super NES version were average at best; on Game Boy they're simply too fiddly. On the plus side, the backgrounds and music are ace and the racing mode is still pretty good. It seems a shame to be criticising a game that has done all it can to be the best racing game ever. Sometimes simplicity works best, I guess.

REVIEW
GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 85

▲ Lots of detail has been put into the tracks.

▼ It's hard to tell which character is which. The icons on the track are very difficult to spot.

SOUND — 88

▲ Each track has a unique tune which, thankfully, don't grate on your nerves.

PLAYABILITY — 84

▲ Fast, furious and enough action to keep you on the padded edge of your driver's seat.

▼ It's awkward to work out what's going on in the Soccer and Rumble modes.

LASTABILITY — 83

▲ Four tournaments to complete, as well as Football and Rumble options

▼ Football and Rumble modes may have limited appeal.

OVERALL — 84

An excellent racer, let down only by the game trying just a little too hard to impress. GB fans are recommended to give it a whirl. It's still pretty damn good!

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NHS SMALL TIPS

Hello readers, The Cracker here – back from me holidays for another round of Small Tips. Yes, I've just returned from the sunny shores of Tenerife where the sea is warm, the women are beautiful and the beers are cold. My faithful companions were none other than Tom Guise and Jamie Smith from the good ship CVG, as well as my girlfriend. As shown on the picture we all did a spot of Wave Racing ourselves, and Tom managed to break his trusty stead. Anyway, send next months tips to: THE COSMIC WAVE RUNNER, Small Tips, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. With the formalities over, let's get tipping, gamestrels!

KONAMI

HIDDEN GAME

SUPER MARIO RPG

SUPER NES ★★★★★

Had enough of rescuing the residents in Mushroom Kingdom? Then visit the local inn once the Princess has been saved, and talk to the boy playing the Game Boy. Pester him until he offers you one for 500 coins, buy the machine then listen to his explanation. Press the X-button to play the hidden game called Beetle Mania. Thanks to Mase Von Der Utel from the Netherlands for sending in this cool tip – you've won tip of the month! Send in your choice of Konami games and we'll send 'em to ya.

LEVEL SKIP

WHIZZ

SUPER NES ★★★★

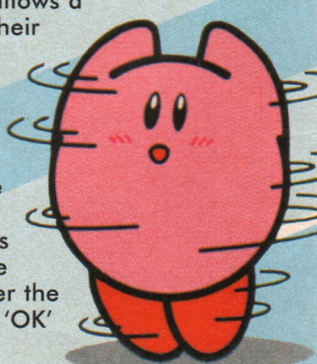
On the Start/Option screen, hold Up, Start, X, B and L until the screen fades to black. Pressing Start and Select will now skip levels.

NAME CHANGE

KIRBY'S DREAM COURSE

SUPER NES ★★★

This handy hint allows a player to change their name while playing a game. Go to the member's screen and highlight the file you wish to change. Now, while holding down the L and R buttons, press A to enter the name change screen. Enter the name, then choose 'OK' to continue playing your game.



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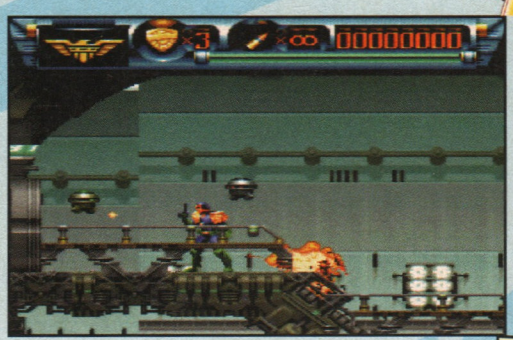
PASSWORDS
JUDGE DREDD
SUPER NES ★★★☆☆

David Carr in Manchester sent me these. They've been printed before but I have had numerous calls about this game, so here they are again.

LEVEL	PASSWORD
Level 2	QBGB
Level 5	FCWZ
Level 10	DXHG
Level 12	YGRZ



SECRET MISSIONS
WING COMMANDER
SUPER NES ★★★☆☆

On the title screen, hold L & R and Select on Controller 2, then press Start on Controller 2 and wait for the title music to fade. Now press Start on Controller 1 to bring up the secret options screen.

CHEAT MENU
DOOM
SUPER NES ★★★★☆

Here's a cool code for this blood-thirsty game. On the main menu, press L, L, L, R, R, L, L, R, R, R, L, R to make a cheat option appear.

SEE END CREDITS
UNIRALLY
SUPER NES ★★☆☆☆

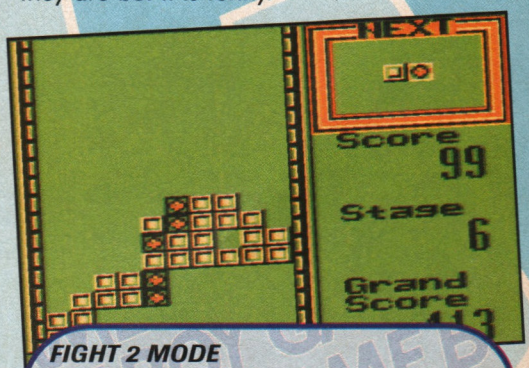
This is a bit of an ancient tip, but because I spent an entire weekend absorbed in this awesome game I thought I'd include it in this month's tips. On the title screen press Down, L & R and B to see the end of the game.

SECRET VOICES
TOTAL CARNAGE
SUPER NES ★★★☆☆

Lose all your lives when you have between 1,000 and 2,000 points. On the High Score screen, enter YAWDIM then press Right to get to a new options screen. Press A, B, X or Y to hear new voices. I won't tell you what they are but it is funny.

EXTRA LIVES
FRANTIC FLEA
SUPER NES ★★★☆☆

This trick will allow you to build up extra lives. Although 9 is the maximum number that can be displayed, the game will keep track of how many extra lives you have. In Zone 1.3, you will find two extra lives. One is located in the top left corner and the other is in the top centre. Pick up both of these extra lives, then jump right off the bottom of the screen or get defeated. Both of the extra lives will now re-appear, so pick them up again until you have as many men as you want. One life is gained each time this is done.

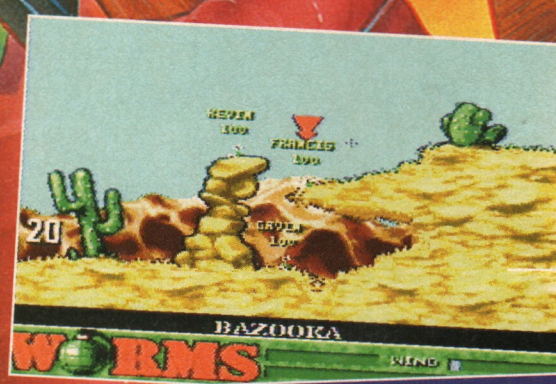


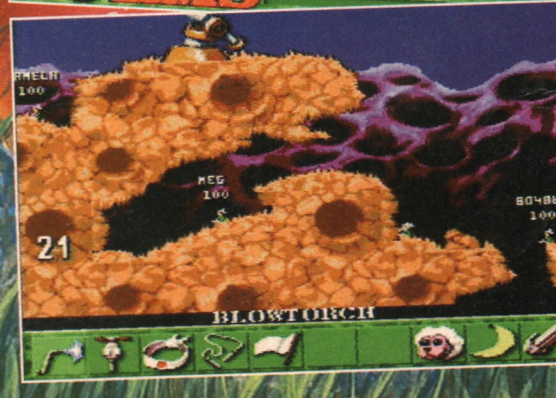
FIGHT 2 MODE
TETRIS BLAST
GAME BOY ★★★★☆

On the title screen press B five times, then press Start to bring up this new option. Not bad, eh?

WORMS PLAYER'S GUIDE

Now that Worms has finally been released for the Super NES (on-sale NOW at a Woolies near you, analid lovers!), what better time to print an authoritative player's guide for this ultra-violent deathfest? And who better to write it than madcap Andy Davidson, the genius who actually created the original game...?





THE NAME GAME

It should be stressed that choosing good, imaginative names for your worms is VERY important. A good worm name will strike fear into enemy worms – Joanna Lumley being a good example. Some people, however, get scared when asked to name their worms and resort to using '1', '2', '3' and '4' – this is an EVIL practice and such people should be shouted at very loudly.

On the other hand, choosing a bad worm name can make life very difficult for your team. For instance, somebody once decided to have Danny Baker on their team. Hapless Danny was far too tempting a target for everyone else, resulting in a 'Hunt The Git' game until he was dead. Nobody has Danny Baker on their team anymore...

FEAR THE DARK SIDE!

There is a Dark Side to Worms playing, used by only a few, which can be very annoying to those who prefer to play a violent game. Someone you know, even a close friend or relative, may have Dark Side tendencies. These are the tell-tale signs...

(1) Excessive use of the blowtorch.
(2) Teleporting worms into remote places – like Croydon.
(3) Naming worms after US presidents or letters of the alphabet...

If this type of play makes you physically sick (like it does me), you can either change the Weapon Options to limit the use of blowtorches, or you can use the preferred method – PERSECUTE THEM! This involves everyone declaring a truce until the Dark Side worms have been removed. Once achieved, the game can carry on as normal.

USE THE FORCE!

Using the Force is something Dark Side players just can't do. This involves hitting an enemy worm who's at least one screen away without scrolling the screen to see where he is. Once you can do this, you have reached a higher level of Worms playing...

JUST A MINUTE? NO WAY!

Once you've got the hang of playing Worms, it's time to set yourself a man's challenge. Try changing the move time to 30 seconds and the round time to 15 minutes. Hey! Now you're cooking on gas, yes please?

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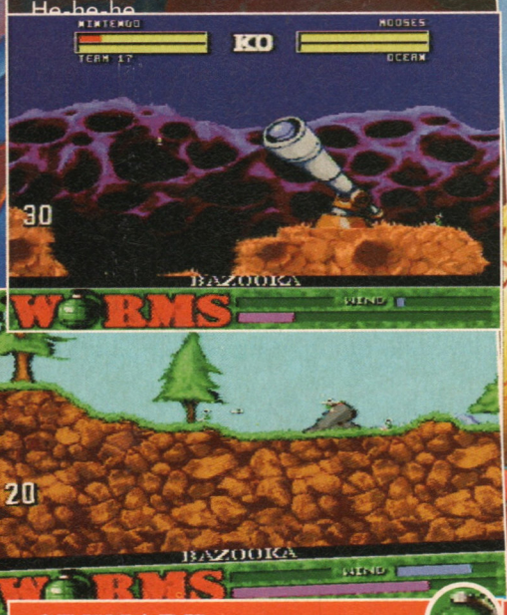
SO MUCH CHOICE!

When your turn comes around, selecting the right weapon for the job is essential to successful Worm-ing. Here's a brief rundown of the tools on offer...

BAZOOKA

This is the Swiss Army Knife of Worms weapons, having many different uses. What separates the good from the bad, though, is being able to use the wind. When there is strong wind, firing straight up and letting the wind take over is known as an Over-Shoulder Boulder. Hitting a worm with one of these shots is well worth activating smug-mode for. Another good use for the bazooka is a close-up, over-the-top assasinations. He-he-he.

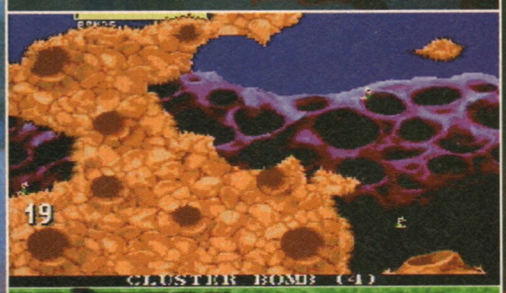


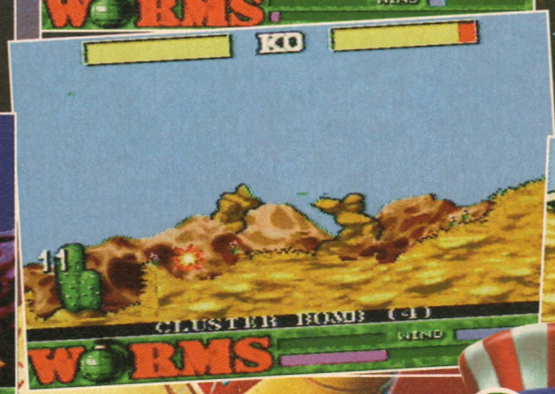
GRENADE

Grenades are better for long-range shots, as they're not affected by the wind. Once you got the power right, you can keep doing roughly the same shot. As cluster and banana bombs are thrown in the same way, use grenades to gauge the power/angle required and then lob one of the better weapons.

CLUSTER BOMB

In general, use these instead of grenades if you have them as you stand more chance of hitting. It is best to save a few for Sudden Death though...





BANANA BOMB

Or the 'How to win a game with only one worm left' weapon. The Soft Fruit Of Doom is the most powerful weapon in the game and, if you do get one, wasting it can be very embarassing. To avoid this, use grenades to judge the range before letting loose the bananas. Air bursts are also effective – use a one or two second fuse and lob it full power across the screen.

SHOTGUN

Best used for finishing crippled worms, especially when you have a whole family of them to shoot. More cunning uses of the shotgun are blasting holes in the scenery to allow your worm to walk through and kill an unsuspecting member of the royal family. Smug shots with the shotgun are long-range sniper shots, hitting worms a screen's length away.

UZI

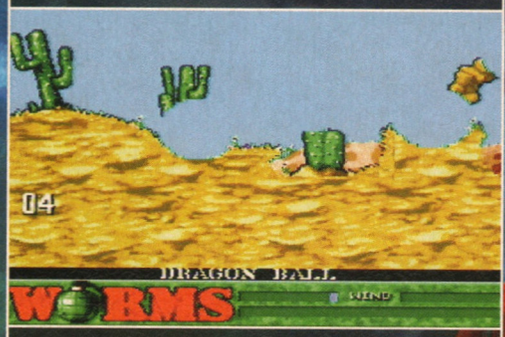
Save this for those special occasions – a close-up assasination of a well disliked worm. The uzi is most effective when the victim is pinned against a wall – laugh heartily as they're spun around helplessly...

MINIGUN

Although even better for assasinations – it can drive worms into the ground or spin them up into the air – the minigun is also useful in Sudden Death 'cos, if it is fired over a long distance, you can take out a whole hillside.

DRAGONBALL

Use a dragonball when a firepunch wouldn't send the worm far enough across the screen, or when you don't want to move your worm next to the enemy.



SHEEP

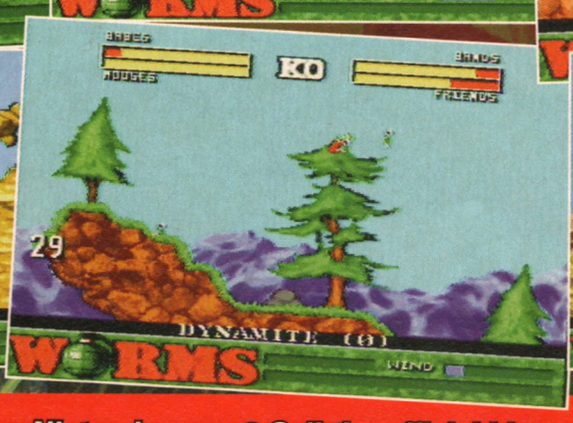
Sheep like running and jumping – remember this. Sheep are a useful weapon against the Dark Side, able to infiltrate their tunnel networks with ease. Another feature of sheep is that they have extremely large pockets and can pick up weapon crates on their travels.

FIREPUNCH

The most common use of firepunch is for walking up to enemy worms and thwacking them into the water or off the side of the screen. You can also use it to cut through the land and hit worms on top. Double firepunches are possible by hitting one worm on the ground and the second worm when you're in the air. You can also use firepunches to collect weapon crates.

DYNAMITE

As well as using dynamite to mess-up a group of worms, you can also use it to propel worms up and over things by dropping it on their nose or the back of their head. It can also be dropped on worms from a great height. It's also worth remembering that the dynamite doesn't have to be dropped on a worm to kill it – if it's already crippled, you can drop the dynamite some distance away and still kill it. This is useful in Sudden Death when playing against Dark Side fans as you can drop the dynamite in the tunnel where their worm is hiding.



AIRSTRIKE

Punish enemy worms by burning them with an air strike. This is the Dark Side's favourite weapon as they can be underground in a tunnel and still use it. Very effective on bridges, but more useful if you save it for the end of a round.

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TELEPORT

Good players use it to move their worms to the high ground and better attacking positions. Members of the Dark Side use it to stuff their worms up small crevices where they can't be hit – call them a CREVICE GIRL if they do. Annoying players quote lines from Star Trek.

PNEUMATIC DRILL

This can leave your worm open to abuse from above, but it is useful for infiltrating enemy tunnels. The cleverest use of the drill is to drill through a bridge and land on a worm's head, spinning him into the water. Like the blow torch, you can also pick up weapon crates.

SKIP GO

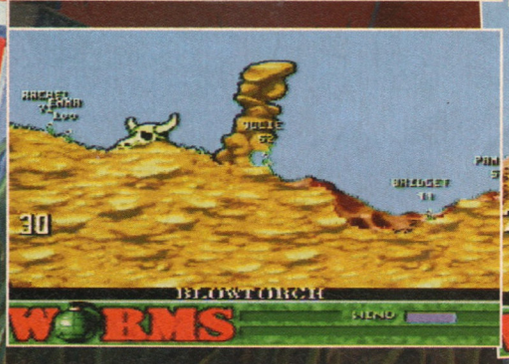
As you might expect, this option is another Dark Side favourite... ZZZZzzzz...

SURRENDER

It's not big and it's not clever. Just say 'No'...

BLOWTORCH

The tool of the Dark Side. Over-use is very dangerous, but a cunning use is to blowtorch thru a tree, hitting a worm on the other side and sending him to his doom. Can also be used to pick up weapon crates.



KAMIKAZE

Not just a weapon of last resort, kamikaze has many devious uses. The most common is to hit worms in their tunnels by judging the distance so your worm explodes right on them. If your worm punches another worm and explodes at the same time it will do about 80 damage, as well as sending the enemy worm into orbit. Kamikazeing (?) through a hill to knock a worm off the other side is also rather good. You can also pick up weapon crates whilst kamikazeing.

IF ALL ELSE FAILS...

Sometimes it is necessary to use 'dubious' tactics, usually to get rid of persistent Dark Side players...

(1) Accidently drop the joypad while passing it to them...

(2) Insult them constantly during the game. This works best if everyone joins in, even if they aren't playing, and will usually result in the Dark Side player storming out...

(3) Point out that the three-eyed tree is looking more evil than usual. This will unnerve them, but check that you have a three-eyed tree before trying it.

(4) Throw various objects at them. This usually starts with pencils and stuff but can end up with stuffed armchairs and sharpened wooden giraffes if they don't give in easily.

(5) Fake serious illness, such as a heart attack, if they start doing well...

(6) Accidently turn the machine off at the mains if they're about to win...

(7) Throw everyone out of the house – although this can cause problems later if it isn't your house...

KIRBY'S FUN PAK

PLAYER'S GUIDE PART 1

Kirby's Fun Pak is crammed with nine games, six of which are side-scrolling platform adventures and three of which are fun mini-games for 1- or 2- players. This month we take a look at the game's various power-ups and abilities, and how to come first in the Gourmet Race!

I HAVE THE POWER!

As in Kirby's previous games, our hero has the ability to copy an enemy's ability and use it for his own use. If you decide not to use that ability a helper can be created to aid Kirby in his quest. Here's a quick rundown on some of the more popular abilities that are available throughout the game. It's possible to mix abilities by swallowing more than one enemy at one time, but this is quite tricky as both enemies have to be close together in order to be sucked into Kirby's mouth. Once Kirby gains an ability, press START during the game to find out what it does.

JET

This works best when in an open area. Use it to reach platforms which are away from Kirby's grasp.

PARASOL

This makes a great shield against enemies attacks. Also handy for floating down to small ledges.

CUTTER

The Cutter is a sharp boomerang. When thrown it can be used to dispatch enemies and cut ropes blocking your path.

NINJA

Become a master of martial arts with the Ninja ability. Great for hiding from foes, and the knives come in handy as well.

BOMB

Don't get to close to the bomb once thrown as it will cause Kirby some minor damage. These are great for blasting stone blocks into tiny fragments.

BEAM

This is one of the better weapons in the game. Kirby gains the abilities to fire projectiles across the screen, causing massive amounts of damage.

YO-YO

This is another distance weapon. Use the Yo-Yo to kill enemies from a distance.

WING

Excellent for flying around levels, trying to find hidden areas. The feather gun is also one of the best in the game.

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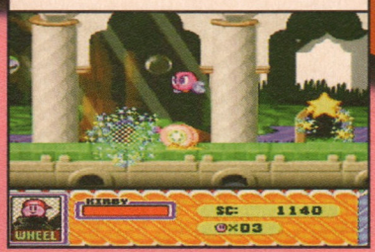
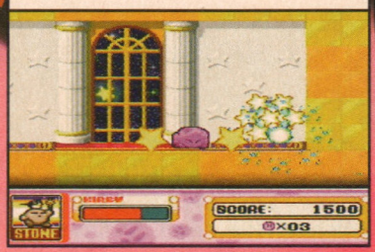
WHEEL

The Wheel power-up is handy for running down foes, but do look out for those spikes!



STONE

Kirby cannot be injured whilst in Rock form. He can smash enemies by jumping and activating the technique whilst in mid-air.



SUPLEX

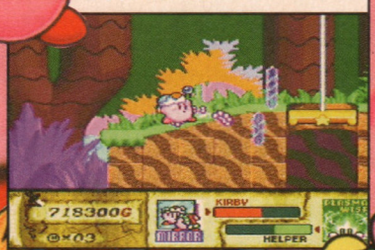
Who needs Hulk Hogan when we have the Kirbster? Gain this ability and your foes will turn to putty.

THAT'S SMART!

These are the one-hit abilities which Kirby is able to nab in the game. Each one acts like a smart bomb and will clear the entire screen of any foes.

MIRROR

Reflects enemy attacks with a push of a button, or creates a carbon-copy image of Kirby to confuse opponents.



PLASMA

With the wave of a wand, Kirby can electrify any enemy in his path. Keep the Y-button pressed to cause a huge surge of electricity.

COOK

Kirby is famed for his flabby pink belly. Use this to fry up any enemy on-screen, then chow down on a feast fit for a king!

MIKE

Kirby gets three of these. Activate Mike and he'll scream at the enemies on-screen. Watch them shatter as they cringe from this loud fellow.

SLEEP

Send Kirby to sleep and he'll sleep-walk through a small section of the level without getting hurt. Use this when your path is blocked by many meanies.

CRASH

Prepare for detonation! Kirby will turn into a walking time-bomb when this power-up is collected. Once activated it will blow up everything in sight.

HAMMER

Crack foes heads or simply break blocks – whatever your choice, the hammer is the one for you. It comes in useful under water as well!

ICE

One blast of an ice shower is all it takes to turn an enemy into a large chunk of ice. Swallow a Snowman and this ability could be yours.

SWORD

Swallow a Blade Knight and the power of the sword will be yours. Hack and slash your way through Dreamland leaving a trail carnage.

FIRE

Turn foes into toast with this rather hot special. One press of a button and Kirby becomes a flaming Snowman's nightmare.

YOU'D BETTER RUN BOY!

Gourmet Race is the first level that Kirby must overcome. This is a three-stage race and the victor is decided by who collected the most food over the race

STAGE 1

Double tap in the direction you wish to travel to make Kirby run – this is the only way you're going to beat King Dedede. Stage One contains numerous puddles, all of which slow down Kirby on his way to victory. Keep a close eye on the course before Kirby so you can time the jumps over the puddles. Keep him dry and victory shall be yours.

STAGE 2

King Dedede hasn't worked out how to use a ladder yet, so this is where Kirby can take advantage. Take the high road wherever possible and run up ladders when you can. If you keep this in mind a huge gap will build up between you and Dedede. The race to the checkpoint will surely be won.

STAGE 3

Poor old Kirby! This race has been designed specifically for the flying type. Kirby's little wings can't carry him that fast, so King Dedede will build up quite a lead. Grab the Jet ability when it comes about and the race is as good as won. Don't forget Dedede already has a lead on Kirby by the time the jet has been found, so press the pedal to the metal.

I hoped that when our new bod Davey joined he'd realise his place and look up to me. But no! He's followed the same dangerous path as all the other editorial buffoons and done nothing but provoke me from the very start! Just remember one thing, Davey-Boy: I got rid of Dave Jr, and if you don't start giving me the respect I deserve then you'll get my wet flipper round yer noggin! Gawd, if it wasn't for you lovely readers sending in your fan mail I think I'd go nuts! Keep it coming – it's the only thing that keeps me sane. Send your points of view to: SAVE ME FROM DAVEY, Mailbag, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

guess this is what you get for being impatient. I have recently sold my Playstation and now await the UK release of the Nintendo 64 – just four months and counting!
S. Munro, Inverness, Scotland.
SEAL: A moment of foolishness, and look what happens? Why didn't you speak to me first? I could have warned you of the effects inferior consoles can have on your health. When Nintendo say they're going to develop the best machine ever they're not saying it just to scare the so-called opposition, they're saying it 'cos they really mean it. Well, it's good to see you've finally come to your senses and sold that Graystation (to be honest, I don't think I could have printed this letter if there wasn't a happy ending). And anyway, March is just around the corner so it isn't too long to wait now; keep your hands in your pockets and don't do anything daft, alright?

CONCENTRATION LAPSE!

Dear Seal,
Will you ever forgive me? A few months ago I sold my Super NES to raise the cash to buy a Playstation (gasp!). There were just too many delays for the release of Nintendo's new wonder console, and I came to the conclusion that Nintendo wouldn't be able to fulfil their promise of a machine that could deliver games of an unseen quality with outstanding graphics. But I was wrong – very wrong.
I still can't believe I bought a Playstation. Sure, many of the games are top-notch, but they're nothing compared to what the Nintendo 64 can deliver. After hiring out a Nintendo 64 with Mario and Pilotwings for a few days, I realised that I'd made a big mistake. These games are absolutely fantastic and represent a true leap from 16- to 64-bit. They're the only games you can truly call 'next generation'. God only knows what the future holds for the N64 and 64DD. The Big N's reputation for the highest quality hardware and games should never be underestimated. I

DEATH TO 'EM ALL!

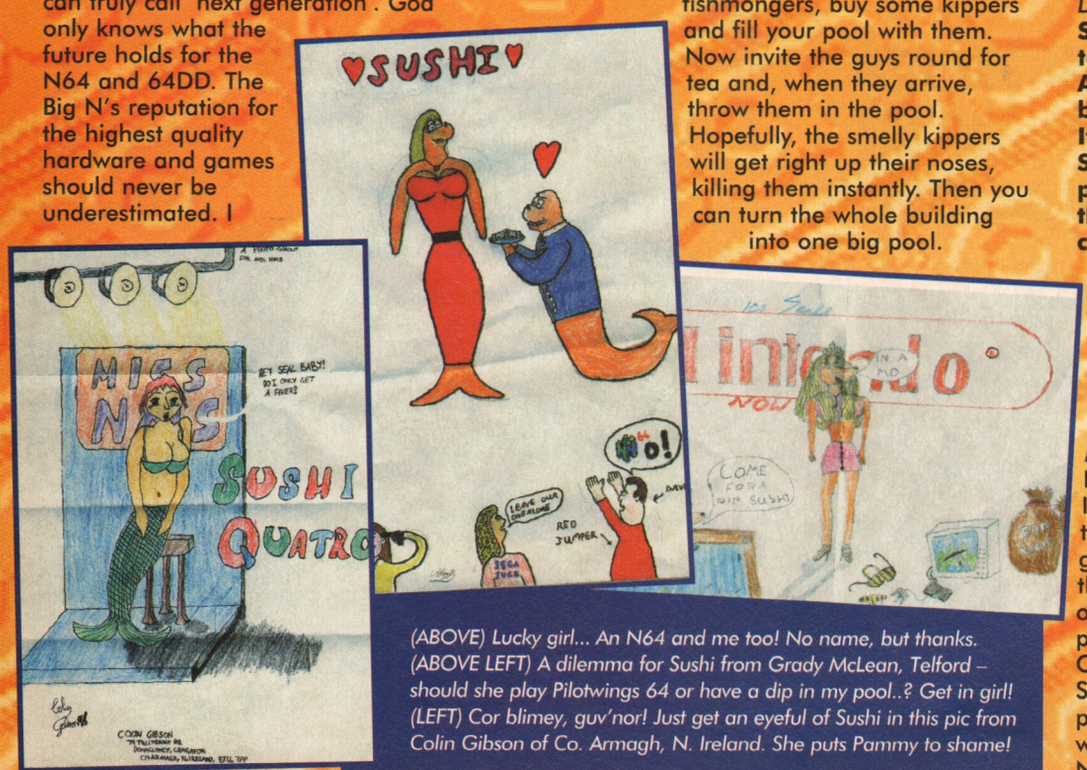
Dear Seal,
I'm writing to tell you I have a brilliant idea to stop the guys killing you off. Go to the fishmongers, buy some kippers and fill your pool with them. Now invite the guys round for tea and, when they arrive, throw them in the pool. Hopefully, the smelly kippers will get right up their noses, killing them instantly. Then you can turn the whole building into one big pool.
Today: NMS, tomorrow: the world! A-ha-ha-ha-ha-ha-ha-ha! Clever, 'eh?
P.S. My sister says you're looking fine.
Grady McLean, Telford, Shropshire.
SEAL:Everything was great until you mentioned your sister. Gawd, did I get it in the ear from Sushi when she saw your letter. She thought I'd been sneaking off for midnight dips with her. Anyway, thanks for the tip about the editorial fools. Unfortunately, I don't think it's quite harsh enough. Still, you're on the right track and I'll bear it in mind – although to be honest I don't fancy getting in the pool after those kippers have been in there. I have my reputation to think of, after all...

I'VE SEEN THE LIGHT!

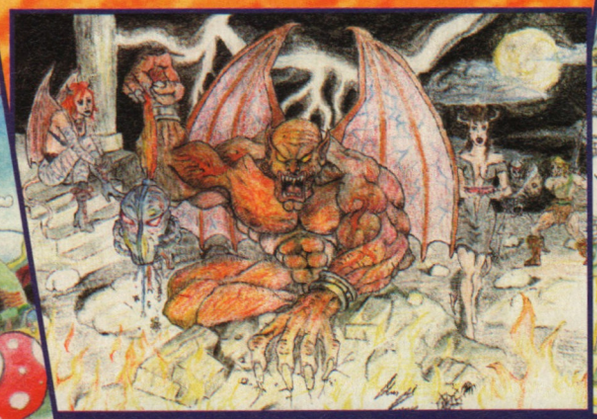
Dear Seal,
Why-oh-why do you print all those crap letters from people who think you're just a piece of turd in the road? Why not print all the nice letters from people saying how great you are? I was once a saddo until I found your magazine. I bought it at once, and now I read all your cool stuff every month. I'm still waiting for Worms to come out, but I have heard rumours that certain things have been taken out. Please can you give me some information?
P.S. Please go and beat the crap out of that short, fat, bouncing turd known as Kirby.
Danny Swan, Lowestoft, Oulton Broad.
SEAL: I have to print the hate mail just to keep the editorial prunes happy. Anyway, those letters are only sent in by people who are jealous of my fame. It's nice to know that NMS, especially Seal's Mailbag, brings happiness into people's lives, and it's a proven fact that reading NMS turns saddos into cool dudes. As for Worms, I contacted my chums at Ocean, and have been informed that it is due out mid-October, so you should have it by now. You're right about a few things being taken out, but don't fret – it's still an excellent game.

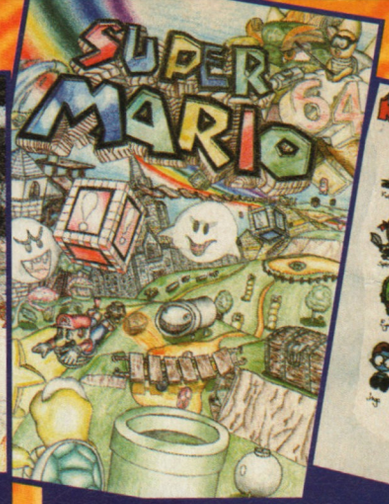
BETTER LATE THAN NEVER!

Dear Seal,
I was watching a computer programme on the TV and it showed some Nintendo 64 games. I thought they looked excellent, but then I heard that the N64 wasn't coming out until April. This means that all the people who were going to buy one for Christmas will get impatient and buy a Saturn or Playstation instead. The programme also stated that the games would be very expensive. What the hell are Nintendo doing? All the loyal supporters of



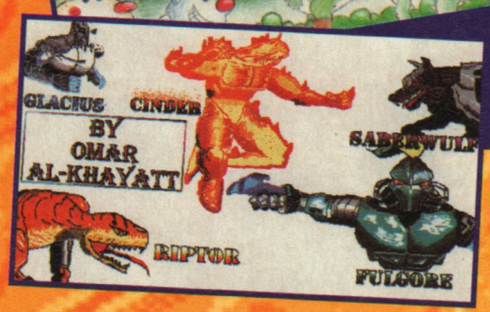
(ABOVE) Lucky girl... An N64 and me too! No name, but thanks. (ABOVE LEFT) A dilemma for Sushi from Grady McLean, Telford – should she play Pilotwings 64 or have a dip in my pool..? Get in girl! (LEFT) Cor blimey, guv'nor! Just get an eyeful of Sushi in this pic from Colin Gibson of Co. Armagh, N. Ireland. She puts Pammy to shame!





(ABOVE) Poor old Fulgore – looks like he's met his match this time! Thanks to Colm Kenny of Co. Clare. (ABOVE LEFT) Bowser, eh? I wish he'd stop menacing our friend Yoshi! Cheers, David Petrey, Stanley. (LEFT) The Rare bods should keep an eye on Omar Al-Khayatt – he drew this great KI pic on his computer!

(ABOVE) Move quick, Mario – the whole gang's after you! Nice one, Chris Rahman of Gillinhmam. (ABOVE RIGHT) Forget those wimpy VF Kids – here's the KI Kids to kick some serious butt! Good work Jon Spencer of Melton Constable, Norfolk.



Nintendo will be disappointed with the delays and turn to the opposition. Do you really want to lose money?
Neil Cleary, Lordswood, Southampton.
SEAL: For a start, the N64 is due out on March 1st, 1997, so that's not quite so bad as April. Also, the games will have a RRP of £50-60, so they'll cost about the same as Super NES games do now. I know the delays are annoying, but look back a few letters and read the wise words of Mr Munro – he knows the horror of foolishly buying inferior 32-bit technology. Anyway, Shaun lives in Southampton and he said that if he ever sees you with anything other than a Nintendo joypad in your hands, he'll give you a bloomin' good hiding! There, that's him told!

SEAL'S MOST WANTED!!

You'd have thought by now people would realise I'm real. But no. Month in, month out, readers still doubt my existence. Sometimes I can't believe what I read, but it takes all sorts, I guess. Thanks for the first pictures of Sushi – as you can see, she's a babe. Anyway, 'til next month: keep the faith, dudes.

F-IN!!

- Why Seal is so lovely and real.
- Pictures of me pummelling Davey-Boy.
- What you think of the latest earth-shattering N64 games.

TR-OUT!!

- Claims that Seal doesn't exist.
- Readers who've bought inferior machines and rubbish games.
- Bloomin' Super Mario 64 pics!

IMPOSTOR IN THE HOUSE!

Dear Seal,
Hello, it's-a me, Mario! And as you well know, I'm a great fan of your magazine. Unfortunately, I write to you with bad news. Yesterday I returned home after an autograph-signing trip to Japan where I was helping to promote my new game, Super Mario 64. Before leaving I bought a Japanese N64 and my game, and when I got home I was desperate to start playing. But when I opened the door and switched on the lights, I thought I was dreaming – everything was gone and my house had been smashed up! I am now staying at my friend Giancarlo's who is also Italian. Anyway, I wanted to ask if I could come round yours and play on your N64. Thanks and write to me soon.
Super Mario, Stechford, Birmingham.
SEAL: First off, I can't believe Mario would live in Stechford. Let's face it, who in their right mind would live in Stechford? You're obviously some impostor trying to take advantage of my kind nature and get your grubby mitts on my N64. Did you really think I'd fall for it? If you were Mario, you wouldn't have to buy your own console and games, would you? Also, if you did find yourself homeless, you'd either pop round to my pool or stay at Luigi's pad. Get away from me, you 'orrible little halibut, before I send Steven round to sort you out. People like you turn my gills green.

THE REAL DEAL!

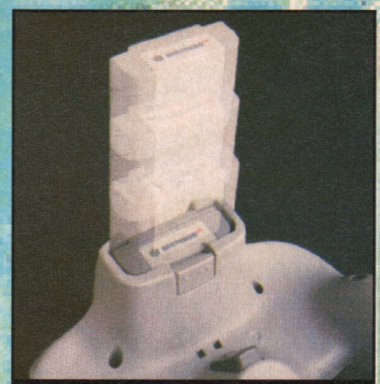
Dear Seal,
I love your mag... No! What am I saying? It's not your mag because you're not real – unless one of the team has a talking seal in their back garden. If you are real, why is there never a photograph of you on your page? By the way, I don't like some of your horrible replies. How would you like it if I had your page and you sent in a picture of yourself and I gave a reply of: What is that ugly thing, the Loch Ness Monster? How would you like it if you received horrible remarks about your letters, poems and pictures?
L. Savage, Barnstaple, North Devon.
SEAL:Okay, let's clear a few things up. If I don't exist, why are you writing to me? And if idiots like you didn't write in, I wouldn't feel the need to make fun of your letters. Also, I wouldn't be so sad as to write to you – you're as bad as the sad gits in editorial. In fact, you're worse – at least they know they're stupid. The reason a real photo of me isn't printed is 'cos, if it was, I'd be stopped in the street all the time. This way I can blend in with the other seals roaming around town.

OCEAN PICTURE OF THE MONTH

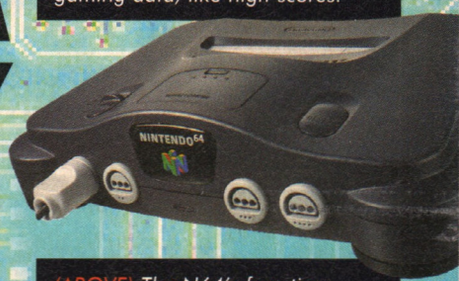
It's a-me, Davio! Well done Robin Taylor of Redditch, Worcs, for making those editorial dimwits look good for once! Brace yourself, matey, and get ready for a startling Ocean game to come flopping through your letterbox!

Q&A

READER SYSTEM



(ABOVE) The N64's Memory Paks allow you to save all your vital gaming data, like high-scores.



(ABOVE) The N64's four tiny controller parts make top multi-player mayhem sooooo easy!

If it wasn't for the rest of the guys nicking the office N64, this month's Q&A might not have appeared. You see, ever since we received WaveRace 64 I've been glued to the TV screen – the game is so awesome I haven't been able to pull myself away. And to top it all no-one in the office can put up a decent challenge, I'm that good. In fact, I played it so much I had to take a few days off with sea sickness. Anyway, I'm back now, right as rain and ready for your letters. So come on, get writing. There must be something about Nintendo that's puzzling you, and I'm the one to put your mind at rest. Send your letters to: I JUST CAN'T FACE NOT PLAYING WAVERACE, Q&A, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Q JUST GIMME THE FAX!

Dear Dave,
Please answer this letter because I've gone to all the trouble of writing, printing and faxing it:
(1) Could you tell me when Donkey Kong Country 3 will be available on the Super NES?
(2) Will Street Fighter Alpha 2 be available on the Super NES?
(3) Have you or anybody else at NMS found Yoshi in Super Mario 64 yet? If so, could you show me a picture of where you found him?
(4) Could you tell me the purpose of the memory card?
Trevor Ross, Renfrew, Scotland.

A DAVE: (1) We're still waiting for the official release date, but it should appear at the end of November or the beginning of December. (2) Yes. THE Games look to have the distribution rights, and they hope to release it before the end of the year. (3) We have found Yoshi, but we're not going to print a picture 'cos we don't want to spoil it for the majority of readers who want to find him for themselves. (4) It enables you to save customised data, for example: joypad configurations, best times/scores, anything that is unique about your game.

Q BOY-OH-BOY, IT'S GAMEBOY!

Dear Dave,
Could you please answer these GameBoy-related questions – they've been troubling me for ages:
(1) What score did WarioLand achieve?
(2) Will there be another Mario/Wario platformer for the Game Boy?
(3) What is the highest rating GameBoy game?
(4) What are your top five favourite GameBoy games?
Daniel Letang, London.

A DAVE: (1) Wario Land scored 91% way back in NMS #19. (2) Nintendo have no plans to drop GameBoy, especially after the release of GameBoy Pocket. Hopefully. we'll see a new adventure next year, possibly featuring Yoshi. (3) Donkey Kong Land scored 96%. My top five games are: Tetris Attack, WarioLand, Donkey Kong Land, Zelda: Link's Awakening and Return Of The Jedi.

Q THE WAIT IS OVER!

Dear Dave,
Please answer my questions:
(1) I have been waiting for ages to get Worms on the Super NES. I ordered a game and now the store says they're not getting it. What's happened?
(2) When Donkey Kong Country 3 comes out, will it be on the Super NES, N64 or both?
(3) Is it true the N64 has four controller ports? If so, why so many?
(4) Your review of Tetris Attack on the Game Boy was a bit confusing. Is it actually better than Tetris?
(5) How can Tetris Attack be better on the Game Boy than the Super NES as implied in your reviews?
Tom Jubert, Cranleigh, Surrey.

A DAVE: (1) There have been several problems with the Super NES version of Worms. However, it should be out by now (it was released mid-October), but it is only available at Woolworths. (2) It's coming out on the Super NES only. (3) It's so four-player games, like Super Mario Kart R, can be played without punters having to purchase a separate multi-tap. (4) In our opinion, yes – although there will be plenty of people that believe Tetris is still king. (5) The reason Tetris Attack scored more on the Game Boy is because it's so well suited to the handheld format. Both are excellent games, but some people just don't like puzzle games on the Super NES.

I WANT MORE ON THE N64!

Dear Dave,
Answer my questions or I'll nick your N64:
(1) Any plans for Super Metroid 64 yet?
(2) Will there be a Super Scope for the N64?
(3) Who gives a damn about Shogi?
(4) Will Bomberman have his own N64 game?
(5) Somebody I know said that the N64 won't be coming out until October '97. Is this true?
(6) Will The X-Files have a game for the N64?
(7) Somebody I know has a Megadrive. Is it rubbish?
Graham Bolton, Bellshill, Scotland.

(ABOVE) *Calm down, gamelets – there's no chance of Shogi getting an official UK release.*

DAVE: (1) Nothing's confirmed, although there may be an announcement at the Shoshinkai Show next month. (2) It's possible. Best wait and see, eh? (3) The Japanese, that's who. (4) We exclusively revealed that Hudson Soft are working on a 3D Bomberman in NMS #48. (5) No! For the last time, the official release date is March 1st, 1997. (6) Nothing at present, although it'd be excellent if it did. (7) It's not rubbish, it's just well past it's sell-by date.

OVER THE OCEAN, UNDER THE SEA!

Dear Dave,
I am a loyal Nintendoid and this is my first time writing to you:
(1) Why do some people write to you with rumours from inferior mags? You'd tell us if it was rubbish or true, wouldn't you?
(2) Will the N64 be released in Ireland on March 1st, 1997?
(3) As Super Mario RPG hasn't been granted an official UK release, how much would it cost on import and how could I get hold of it?
(4) Are Rare planning on developing anymore games beside KI2 for the Super NES?
(5) My brother loves Super Metroid on the Super NES. Will we ever see Super Metroid 2?
(6) My mother thinks the N64 will be a complete waste of money and refuses to buy me one when it's released in the UK. Is there any way of convincing her?
Harry McKillen, Co. Kilkeny, Ireland.

(ABOVE) *SMRPG is available in the States, but how much would it cost to play it over here...?*

DAVE:(1) We're trying to work it out as well. The majority of readers know we'll pass on relevant information before anyone else. We're not No. 1 for nothing, you know. (2) Yes. (3) Unfortunately, Super Mario RPG doesn't work on any of the current adaptors, so you'd have to buy an imported US Super NES to be able to run it. If you do have access to an American deck, it's available in most import stores and costs around £60-70. (4) Well, for a start there's DKC3. With regard to KI2 on the Super NES, we're not sure if it will get a 16-bit release – Rare haven't announced their future Super NES plans as yet. (5) It's possible – although more likely on the N64 than the Super NES. (6) Show her all the features from previous issues of NMS. If there's an imported N64 demoing Mario at your local software shop, show it to her. Also, try being nice to her and help with the housework and weekly shopping. If all that doesn't work, nothing will.

SOUND'S AMAZING!

Dear Dave,
Could you and your chums please answer my questions:
(1) Can the N64 be linked up to a stereo hi-fi for better sound?
(2) If the N64 is so amazing, why are there players missing from Super Mario Kart R?
(3) Will the GameBoy Pocket be able to use original GameBoy game paks?
(4) Can you beat me at Killer Instinct 2?
Sy Men Chenh, Bristol.

DAVE:(1) Yes, so long as you have the right leads. (2) Ah, but they've also added some characters. All they did was take a couple of the least favourite characters and change them to add some variety. (3) Yes. (4) Unlikely. Sadly, although I love KI2 I'm terrible at it! Young Shaun's our resident KI Master.

(LEFT) *Don't challenge Dave the Ed to a game of KI – he can't play it for toffees (and he likes toffees).*

LOOK TO THE FUTURE!

Dear Dave,
Please could you answer my questions:
(1) How long will Super NES games carry on?
(2) Should I wait for the N64, or should I keep on buying Super NES games?
(3) Is it worth buying Killer Instinct Gold when it comes out on the N64?
(4) When is the 32-bit GameBoy coming out?
(5) Will the N64 come with a game?
(6) Will Killer Instinct 2 come out on the Super NES?
P.S. I'm looking forward to your next issue.
Selina Rahman, Ashton-on-Lyne.

DAVE: (1) Don't fret – the Super NES will be around for a few more years yet! (2) With titles like Tetris Attack and Donkey Kong Country 3 coming out before the end of the year, there's still more than enough fab software to keep you occupied until March 1st and beyond. (3) Most definitely. Killer Instinct Gold will be superb, and a must for all KI fanatics. (4) We've heard nothing further since the first announcement. However, there could be some more information after the Shoshinkai Show. (5) The official word is no, but things could change before launch. (6) As we said, nothing has been officially confirmed yet. Fingers crossed, eh?

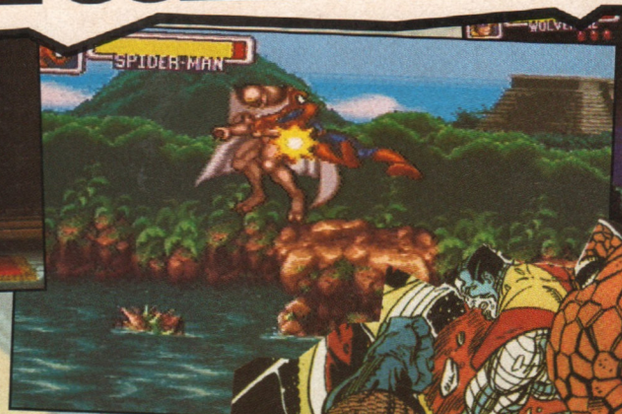
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

WA OF TH GE

Capcom may have stumbled upon the recipe for the perfect game: Take five famous superheroes, mix them with a generous helping of evil nasties, throw in a couple of amazing power-ups and leave the dish to settle in a variety of exotic locations! Yes, loyal readers, it looks like War Of The Gems could be the best Marvel licence ever. Perhaps you'd better start saving for your copy right now...

If you're a fan of Marvel comics, a quick visit to the bathroom would be a good idea at this point 'cos you may well wet yourself when you read this preview! You see, War Of The Gems allows you to take control of Wolverine, Spiderman, Iron Man, Captain America and The Hulk in a quest to recover the Infinity Gems. The gems have been stolen by an unknown menace who is intent on using them to destroy the universe so, as usual, it's up to our heroes to risk all, recover the stones and save the world! All in a day's work for these boys, you know...

MEET THE MARVELLOUS MA
CAPCOM COME OVER ALL H



RUCK AND SCROLL AIN'T DEAD!

War Of The Gems is a side-scrolling beat-'em-up in the mould of Capcom's Final Fight, in which the Marvels are attacked by a horde of nasties including angry archers, raging robots and sexy She-Hulks! The end of each level also features a massive boss, the rogues including Thanos, Blackheart and the dreaded Dr Doom, the nemesis of all things Marvel-ous. As well as fighting, each level also requires our heroes to use precarious platforms to reach higher levels, while heavy doors must be kicked out of the way before you can progress further.

IT'S MARVELLOUS WHAT MARVEL CAN DO!

After pressing Start, the player is presented with a world map on which four red icons can be seen, each of which represents a different adventure. You are also able to pick the hero which you think is most suited to the challenge in hand. For example, if you're in a level which requires jumping between high platforms or climbing walls, choose Spiderman or Wolverine 'cos they're dead agile, but if you need brute strength to bust your way through dozens of locked doors then the Hulkster is ideal.

RVELS IN THIS GEM OF A GAME!!
EROIC IN A BUSTLE OF MUSCLES!!

A BUNCH OF COMICS!

When developing War Of The Gems, Capcom worked closely with Marvel to make sure that all the character graphics captured the excitement of the original comics – and it worked! All the heroes are true to their inky incarnations, and they all move and perform their special moves in different ways. The backgrounds are also well detailed, taking the characters everywhere from underwater cities to steaming jungles, and from futuristic labs to icy mountains.

DON'T TRAIN IN VAIN!

In addition to the four red icons, the world map also features a yellow marker which represents the Training Room. Choosing this mode allows players to challenge end-of-level bosses and practice bizarre key combos to unleash a variety of special moves. Each of the five heroes is blessed with a range of special attacks and, if you can't wait until the game's released, cast yer beady eyes overleaf to find out what they are...

GAME DATA

- GAME: WAR OF THE GEMS
- BY: CAPCOM
- RELEASE: NOVEMBER 1996
- GAME TYPE: BEAT'-EM'-UP
- PLAYERS: 1
- CART SIZE: 12 MEG

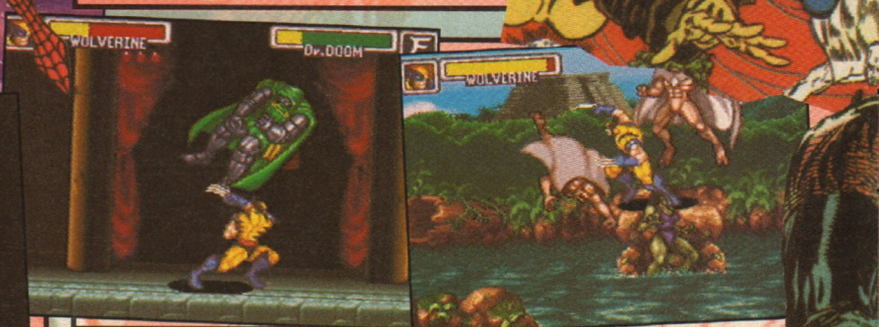
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

SPIDERMAN!

The oldest slinger in town makes a welcome return to the Super NES in this adventure but, even though he's still poncing around in blue tights pretending to be a pesky teenager, Spidey can still pack a mean punch! His special moves include sticking a web to the ceiling, swinging across the battlefield, and plummeting towards the ground with his fists outstretched! Another move sees ol' sticky-mitts crouch down and shoot a web at his opponents' ankles, or hurl them over his shoulder on a sticky web lasso!

CAPTAIN AMERICA!

He may be the most ridiculous-looking hero ever to bolt from the Marvel stable, but even his dubious dress sense isn't enough to keep Captain America away from a good scrap! Like Spiderman, he's blessed with a number of special moves including a speed dash whereby he hides behind his mighty shield and ploughs through armies of baddies! Another move sees Yankie-Doodle-Dandy throwing his shield like a frisbee to knock the stuffing out of his opponents, while he can also make bolts of energy surge from his shield to attack any nasties who are foolish enough to remain on-screen!



WOLVERINE!

Still the scariest of the Marvels, the lupine hero returns to the Super NES kicking and slashing once more. Wolverine's special attacks include a dragon punch, which is made even more deadly by the Freddie Krueger-style blades strapped to his knuckles! Our hero can also make a devastating slash dash where he cuts his way through a crowd with his vicious blades, while he can also jump into the air and spin towards the ground with his knives cutting everyone around him! There's even a berserker mode where Wolverine goes absolutely stark-staring bonkers!

IRON MAN!

He's strong! He's agile! He's made of iron! He's a man! Yes, everyone's favourite metallic warrior, Iron Man, takes a break from his Game Boy exploits to make a 16-bit splash. Using his super-human suit, Iron Man can fly into the air then use a power-boost to shoot across the screen and bash any baddies who dare to stand in his way! Iron Man can also shoot energy bolts from the palms of his hands to incinerate enemies, and cover the entire playing area in fireballs to scupper the baddies' plans for world domination! Hah!

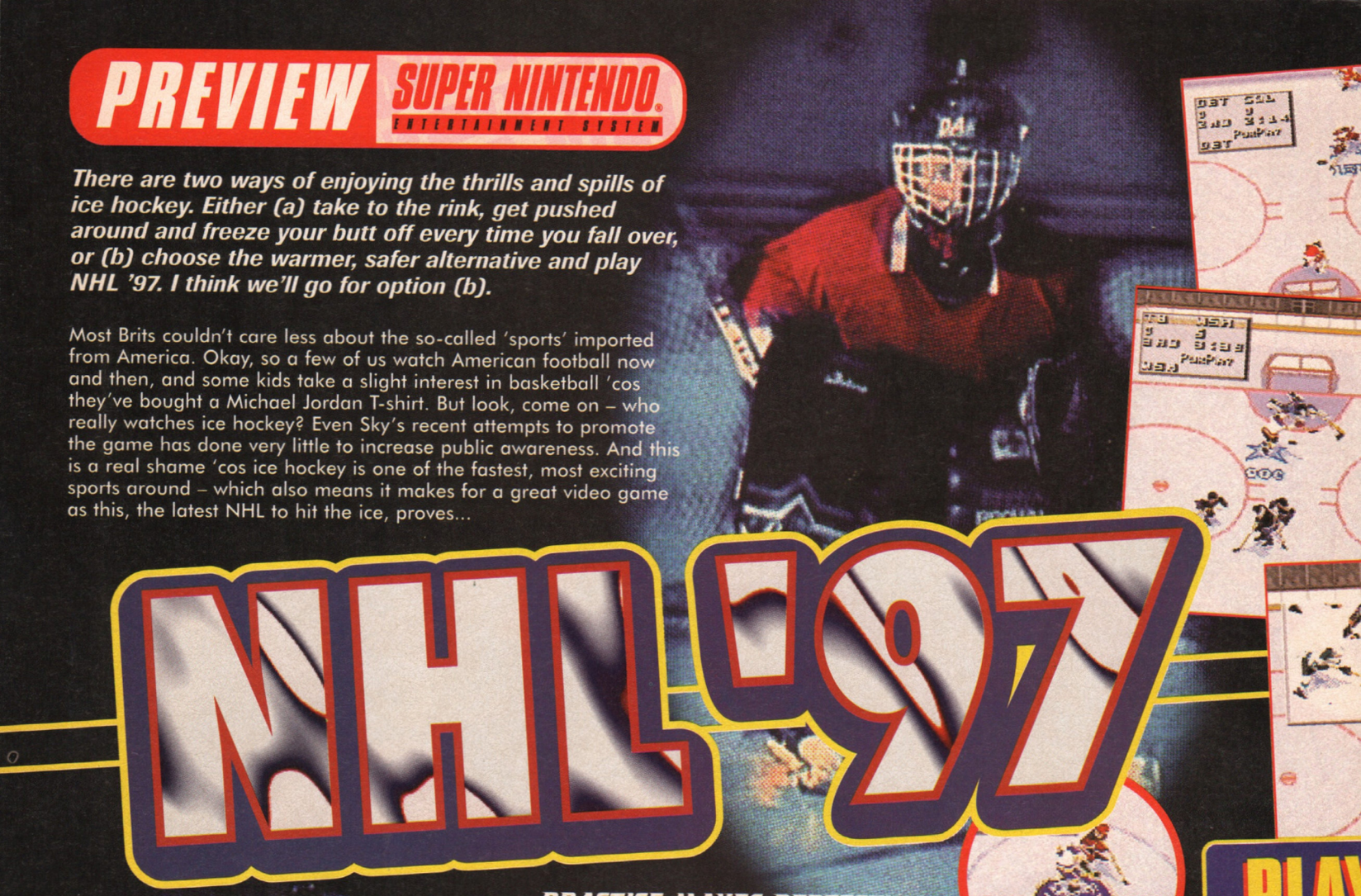
THE HULK!

You may not like him when he's angry but one thing's for sure – if Bruce Banner wasn't cheesed-off by the theft of the Infinity Gems, he would have been chuffin' useless in this adventure! Fortunately, in his big, green, bulky form, the Hulkster is ideal for bashing nasties. His special moves include lifting his opponents and tossing them casually to one side, and a shoulder dash which can flatten all manner of morons. The jolly green giant can even launch an aerial attack using his fearsome fists, or create an earthquake with one blow to the ground from his mighty mitts!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

There are two ways of enjoying the thrills and spills of ice hockey. Either (a) take to the rink, get pushed around and freeze your butt off every time you fall over, or (b) choose the warmer, safer alternative and play NHL '97. I think we'll go for option (b).

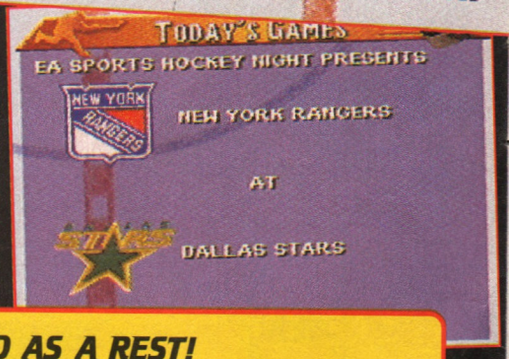
Most Brits couldn't care less about the so-called 'sports' imported from America. Okay, so a few of us watch American football now and then, and some kids take a slight interest in basketball 'cos they've bought a Michael Jordan T-shirt. But look, come on – who really watches ice hockey? Even Sky's recent attempts to promote the game has done very little to increase public awareness. And this is a real shame 'cos ice hockey is one of the fastest, most exciting sports around – which also means it makes for a great video game as this, the latest NHL to hit the ice, proves...

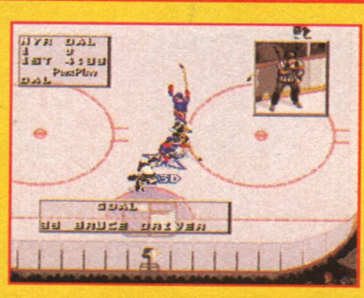


NHL 97

PRACTICE MAKES PERFECT!

NHL '97 features all the teams and players from the 1995-96 season, with each squad rated in accordance with their final placing, so the Florida Panthers and Colorado Avalanche (last year's Stanley Cup finalists) are the top teams from their respective conferences. Each squad is rated in four skill categories: Strength, Power-Play, Penalty Killing and Goal-Tending. Before selecting your team, you must decide which game option you wish to play. Both Exhibition and Season modes are available, and there's a Practice mode so you can work on real-match drills before setting out onto the ice to put them to the test.



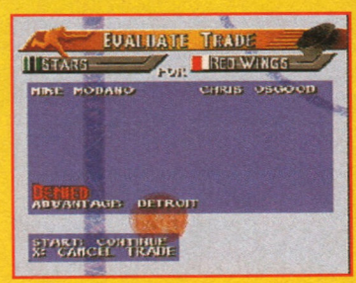


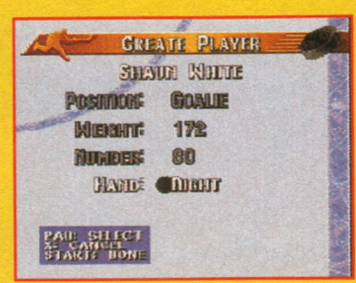
CHANGE IS AS GOOD AS A REST!

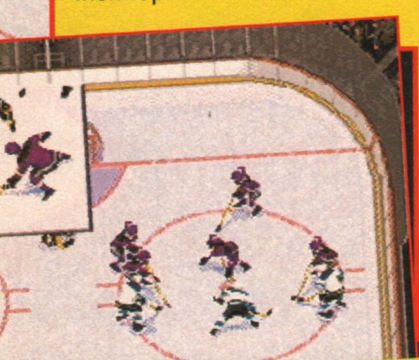
Depending on your level of expertise, you may need to make decisions regarding Line Changes (or substitutions, for those not in the know) when your players get tired. For those who simply want to play a match without having to worry about keeping an eye on each player's fitness, there's the option to turn off the changes so that all players maintain maximum strength for the entire game. You can also be either in total control of the substitutions (although be warned, if the player stays on the ice too long they slow down dramatically), or you can let the computer make the call for you.

LEARN A TRADE!

Each team carries a roster of 27 players, all of varying skill and ability. However, if there are players languishing in the reserves who are showing no sign of improving, then there's always the chance of Trading them with another team. However, trying to trade your dross for another team's star man will be met with a firm rejection, so it can be a bit of a gamble. Another way to recruit players is by creating your own skater and enlisting them as a Free Agent. So long as you have places left on your roster, you can snap them up.

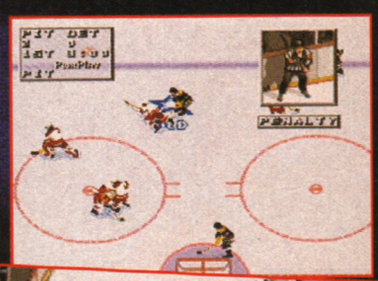


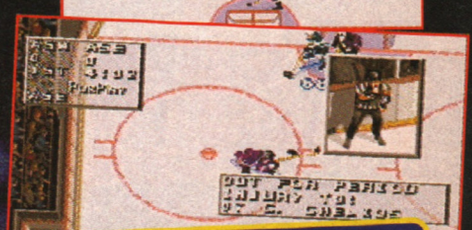




HIT ME WITH YOUR RHYTHM STICK!

Although ice hockey is renowned as a contact sport, this doesn't imply you can simply knock players around for no reason. Extensive use of the stick can result in the referee halting proceedings, with the likelihood of a two minute trip to the sin-bin on the cards. Penalties are handed out for various acts of violence like Slashing (hitting or attempting to hit an opponent) or Hooking (using your stick to obstruct an opponent). Fighting is considered the only major penalty and carries a five-minute break for anyone foolish enough to drop their gloves and 'mix it' with the opposition.

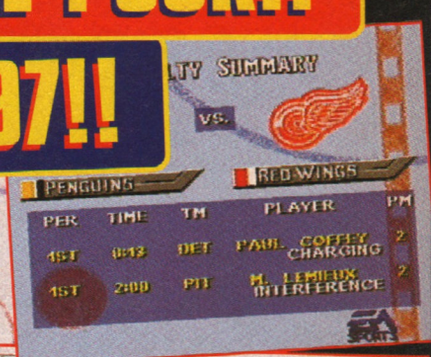




AS A PENGUIN, SHARK OR MUCKY DUCK!!

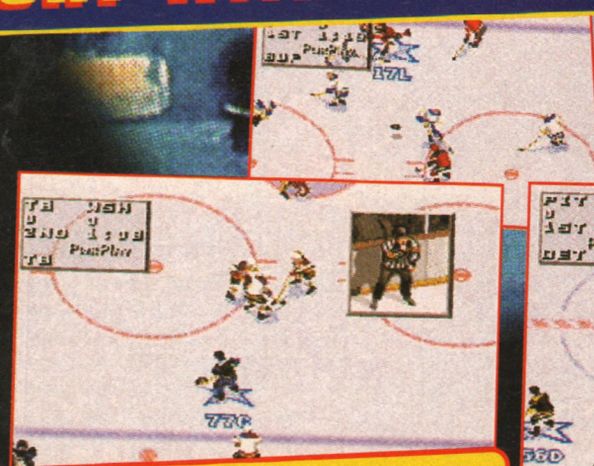
TAKE TO THE ICE AND GRAB THE PUCK!!

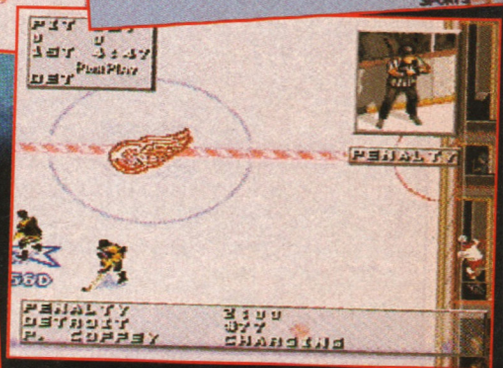
SKATE TO VICTORY WITH NHL '97!!

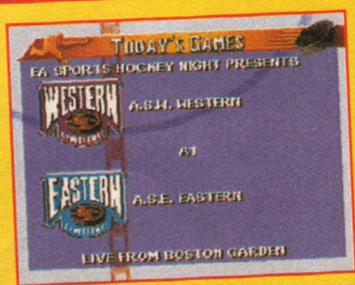


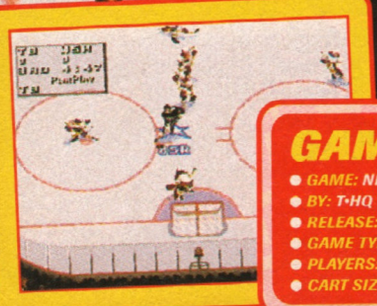
WAVE YOUR HANDS IN THE AIR!

One difference with ice hockey is the role of the referee. Unlike the majority of games which sees an official blow up for any infringement to the rules, an ice hockey ref signals when a violation is about to take place. The most common use of this rule is to warn players that they are about to stray offside – this occurs when a player enters the opposition's Attack Zone before the puck has been laid off, or receives the puck whilst camped in the opponent's half. When this, or a similar situation, occurs the official raises his hand, warning players that an off-side penalty is about to be committed, giving them a chance to move out before he stops play.







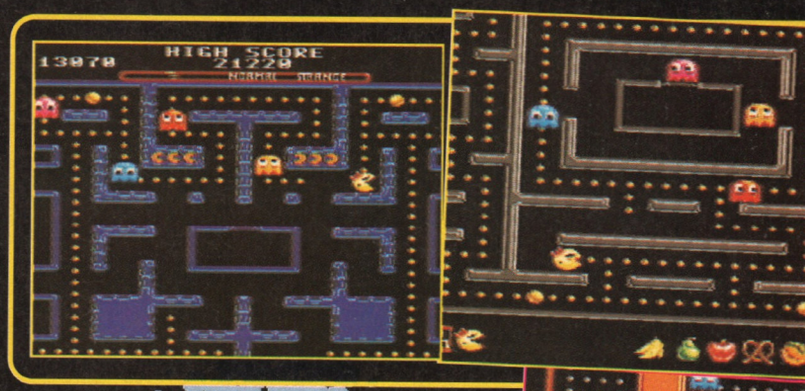


GAME DATA

- GAME: NHL '97
- BY: T•HQ
- RELEASE: NOVEMBER
- GAME TYPE: SPORTS SIM
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 16 MEG

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

After playing Mr Do! and Williams Arcade's Greatest Hits until his eyes bled, Dave's totally exhausted with retro gaming, the poor lamb. However, Shaun, who's much younger but still ancient enough to remember the early days of video gaming, has bravely stepped-in to sneak-a-peak at the latest re-released classic, Ms Pac Man. Take it away, Def Leppard...!



Pac-Man was the arcade hit of it's day. Forget Space Invaders, this was the most fun you could have for 10p. Simplicity was the reason for it's success. No fire buttons, no special attacks, no smart bombs: this was a game you could instantly get to grips with - even on your first go. After becoming a huge star, Pac-Man took a back seat and was replaced by the love of his life, Ms Pac-Man. That's where we pick up the story...

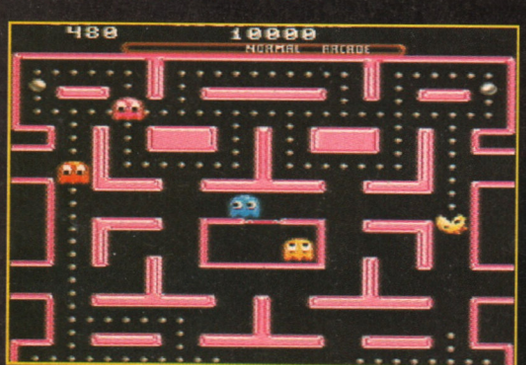
Ms. PAC-MA

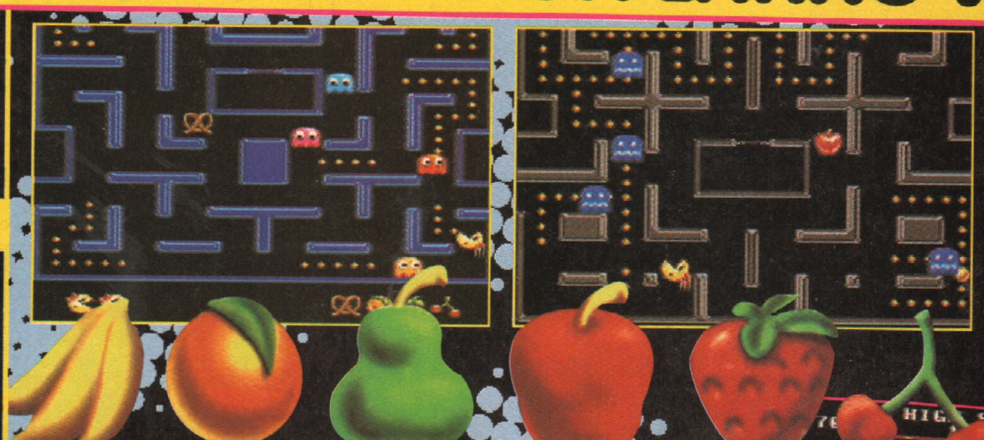
WHETHER YOU'RE IN FOR BRUN

CAN YOU CARRY ON EATING W

RETURN OF THE PAC!

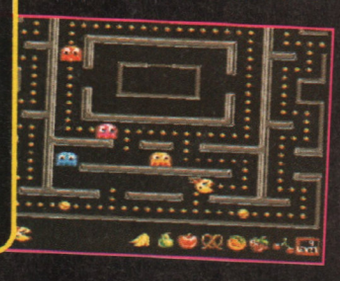
Ms Pac-Man's quest is simple: eat everything in sight while avoiding the ghosts that are trying to track you down. Once the screen has been completed, you move to a slightly harder level. After each fourth level has been passed the action pauses and a storyboard featuring the Pac-Man family appears, before returning you to a completely new maze. To help Ms Pac-Man increase her score, a variety of fruits randomly drift across the screen which give her bonus points ranging from 100 to 5000 and, for every score of10,000, she's awarded an extra life. Phew!

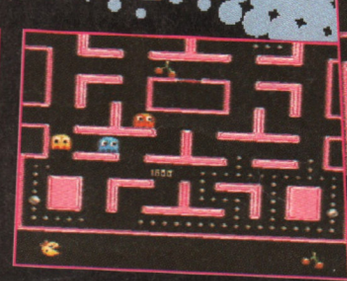


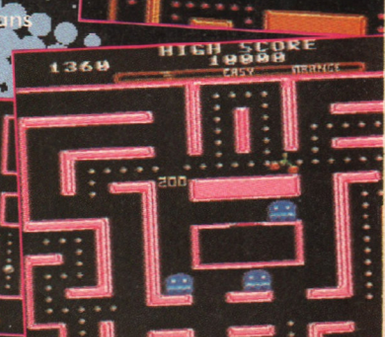


WHO YA GONNA CALL? GHOSTBUSTERS!

Strategically placed in the four corners of each maze are Power Pills. Every time Pac-Man eats one of these, the ghosts change from their original colour to a dark blue. Now you're able to eat the ghosts and score some massive bonus points! The first ghost you eat is worth 200 points and, for every extra ghost you manage to swallow, it doubles the total to 400, 800 and a stonking 1600 for all four spooky spectres. However, watch out when they begin to flash as this means they're about to change back to their original state!







CHANGE! YOU CAN CHANGE!

Unlike the majority of retro classics which remain largely unchanged, Ms Pac-Man has been adapted for the 90s. The main difference is the choice of maze layout. There are, of course, the four original mazes from the arcade, but smaller mazes have been added to reduce vertical scrolling. Also included are extra-large mazes and an all new Strange selection which generates some bizarre levels. Ms Pac-Man is also able to don her 'go-fast' stripes and use a Pac Booster for extra speed. You can decide to have this booster on or off, as well as being able to use the booster when you need it most by using the Joypad keys to outrun the nasty ghoulies.

ESCAPE TO VICTORY!

During the first few levels the ghosts react slowly to your movements, but after the first couple of stages they become wise to your actions. To help Ms Pac-Man avoid ghosts, escape routes are added which allow you to move from one side of the screen to the other. These can come in very useful, especially in the later stages when there are only a few dots left to collect.

AN

CH OR OUT TO LUNCH!

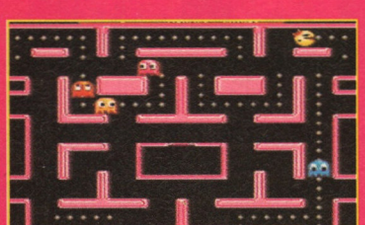
HEN IT COMES TO THE CRUNCH?!

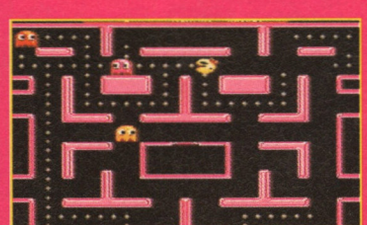
PAC FROM THE DEAD!

If completing the game is more challenging than you first thought, you can call upon a trusty friend to bail you out in Two Player mode. However, there is more than just one Two Player game on offer – Ms Pac Man allows players to team-up or compete against each other!

TWO-PLAYER ALTERNATING

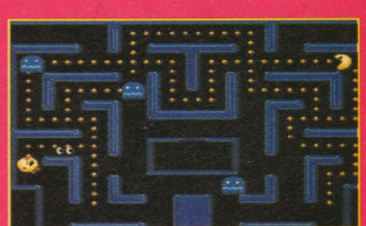
This mode works on the same principle as the One Player game, with both gamers taking turns to eat as many dots as they can. Every time you lose a life the game switches players, returning them to the point where they left off.





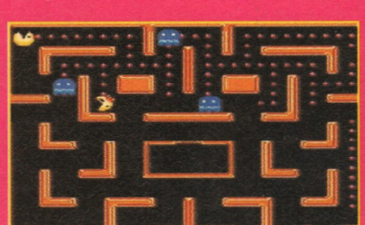
TWO-PLAYER COMPETITIVE

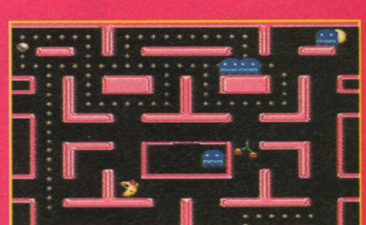
This mode sees both players on the screen simultaneously, with Mr Pac-Man making a welcome return as happy eater number two. The object is to outscore your partner, the more Power Pills you eat resulting in your opponent weakening, eventually forcing them to stop eating altogether. Only eating a Power Pill, or waiting until the ghosts return to their normal state, will allow the second player to begin gobbling again.



TWO-PLAYER CO-OPERATIVE

Two Players compete on screen at the same time, both players' scores being combined to make one overall total. This time both players can eat the ghosts when a Power Pill is swallowed. However, watch out if the the two characters collide as they will bounce off each other at high speed, only slowing down when they hit a wall... or a ghastly ghost!





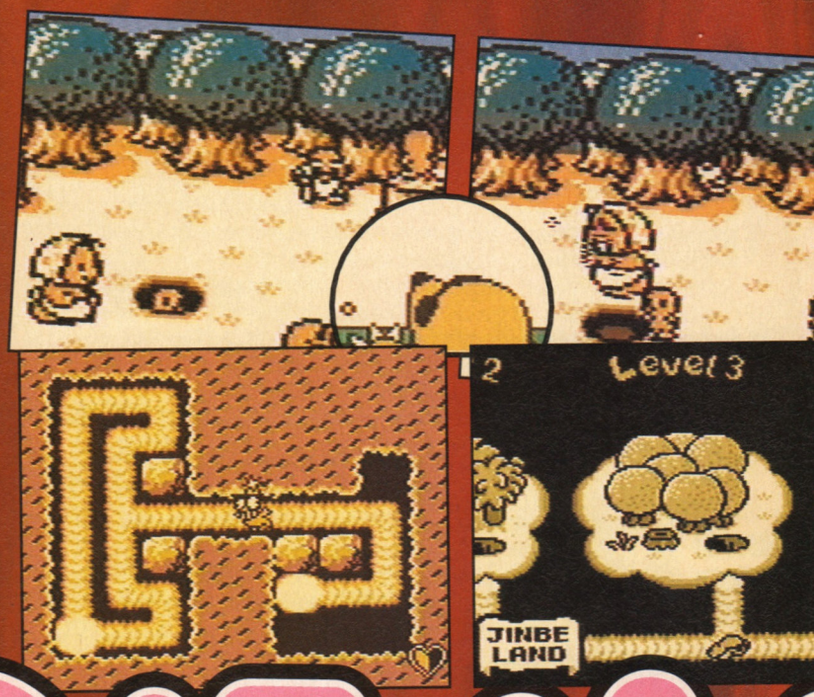
GAME DATA

- GAME: MS PAC-MAN
- BY: WILLIAMS
- RELEASE: FEBRUARY '97
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 4 MEG

PREVIEW GAME BOY

One minute you're a happy little mole, digging holes on a golf course or ruining the local allotments, the next Mr Killjoy turns up with his mallet and puts an end to your subterranean scraping. But even worse is to follow – you're about to receive a pounding on Game Boy!

What's a few cabbages here and there, eh? Personally, I think any animal stupid enough to eat cabbage is alright in my book – after all, it saves me having to eat it. Unfortunately, that's where me and Jinbe (the villain of Mole Mania) don't quite see eye-to-eye. He's got the right hump about these furry rodents eating his crop and so has kidnapped Muddy Mole's (the hero) entire family. Upon Muddy's return, he stumbles across a note informing him of Jinbe's next plan of attack. With his family living on 'burrowed' (ahem) time, he must act quickly if he's to prevent them being mole-ested.



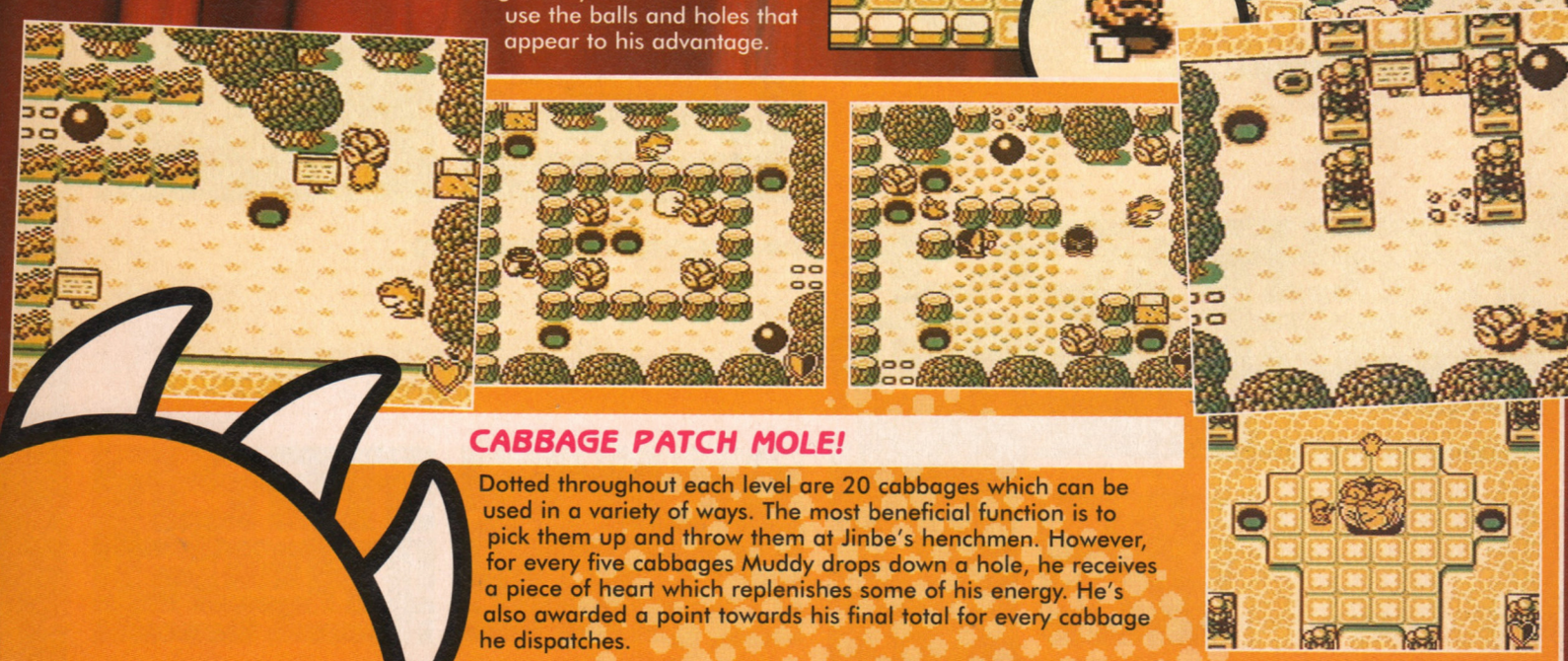
MOLE MA

SOLVE EIGHT MYST

AND HELP POOR O

I AM A MOLE AND I LIVE IN A HOLE!

Mole Mania is essentially a puzzle game, although it does boast various platform elements. Muddy's objective is to visit various stages of each level, either on or under the surface. However, it's not quite as easy as it might sound. Muddy can only tunnel and re-surface through the soft ground, and there are times when he has to backtrack to progress to the next section. The first level is very much a gentle introduction, but before too long Muddy must learn how to use the balls and holes that appear to his advantage.



CABBAGE PATCH MOLE!

Dotted throughout each level are 20 cabbages which can be used in a variety of ways. The most beneficial function is to pick them up and throw them at Jinbe's henchmen. However, for every five cabbages Muddy drops down a hole, he receives a piece of heart which replenishes some of his energy. He's also awarded a point towards his final total for every cabbage he dispatches.

WHAT DO POINTS MAKE?!

After killing a boss and retrieving a member of the mole clan, Muddy is awarded points for completing various assignments throughout the level, which add up to a grand total of 100. You can gain 20 points each for finding the bonus stage, and for dropping 20 cabbages through the holes. Another 40 points can be earned by visiting every screen in the entire level. The last 20 points can be won by finding special objects which have been hidden somewhere in the maze.

ANIA

ERIOUS PUZZLES BY DIGGING HOLES!!

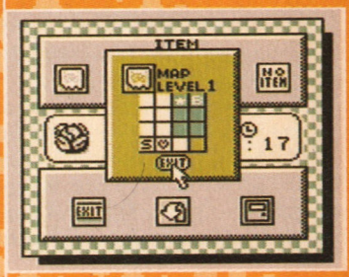
LD MUDDY SAVE HIS FAMILY OF MOLES!!

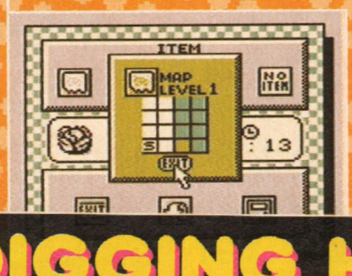
MAP

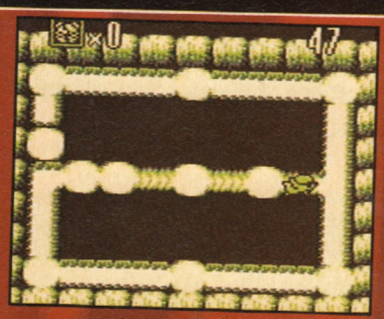
Find the map to reveal the layout of the level. The rooms are shaded in two colours; the green squares indicate the sections of the level Muddy has visited. This item also adds an extra 10 points to Muddy's finishing total.

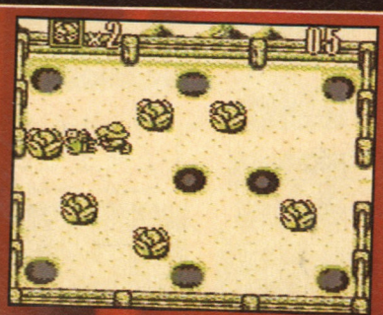
LOCATOR

Once the map has been found, the Locator reveals where certain icons can be found. Now you can pinpoint the locations of the Bonus Level, Extra Heart, and final Boss. More importantly, you'll receive another 10 points!







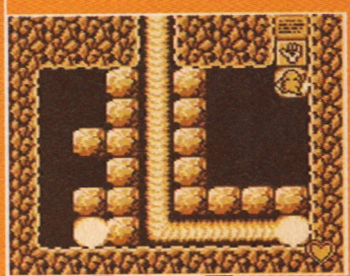


RECOVERY

Find the heart and Muddy is able to replenish his strength. However, this very special artifact can only be used once per the level, so timing the use of this power-up is very important. You wouldn't want to waste it, would you?

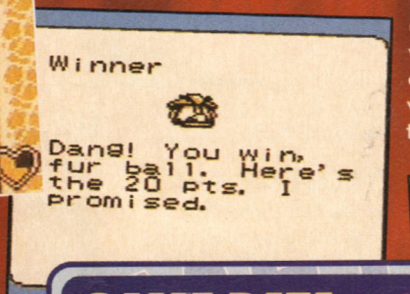
GIVE UP

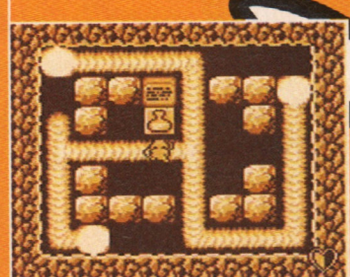
This doesn't, as you might think, let you quit the level. There may be occasions when you're trapped with no idea which way to turn. This symbol allows you to move onto the next screen. Again, this can only be used once per level.

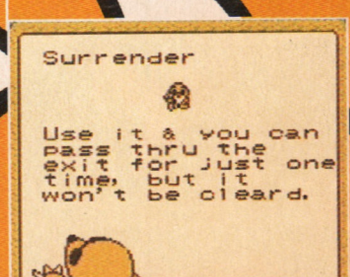


TWO CAN PLAY AT THAT GAME!

We have been informed that there's a two-player link-up option, although at present it's not clear how this mode will work. We expect it to be based on the same principle as the bonus game, with both players trying to remove as many cabbages as possible while avoiding Jinbe and his band of merry men. Fret not though, as we'll bring you right up to speed in the next couple of months.







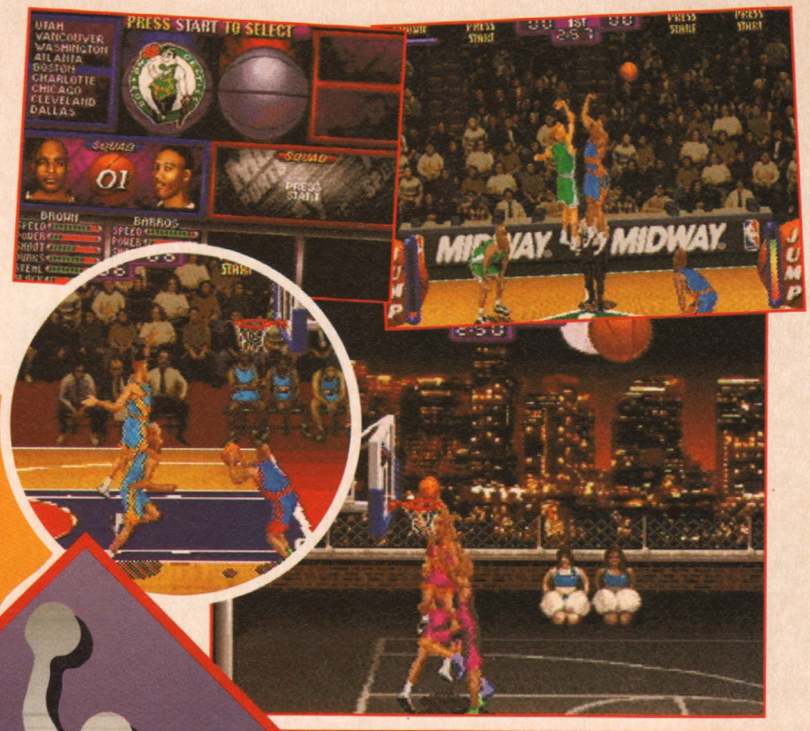
GAME DATA

- GAME: MOLE MANIA
- BY: NINTENDO
- RELEASE: MARCH '97
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 4 MEG

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

If you ask any hardened games fan about their favourite arcade titles, it's likely that their eyes will glaze over at the mention of classic beat-'em-ups such as Killer Instinct 2 or racing sims like Ridge Racer. However, there's also a hugely successful sports game turning heads in the arcades at the moment and, guess what, it's coming to your Super NES!

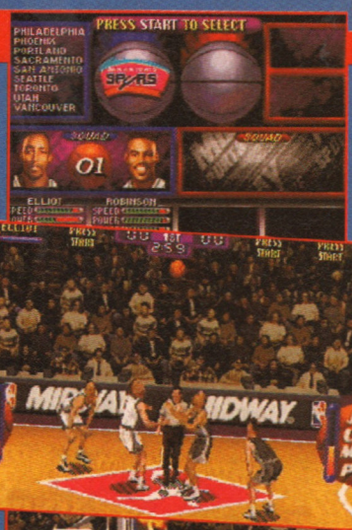
It's never been easy to develop a team sports game for the arcades. For one thing, it's frustrating that you've got to keep dropping coins into the slot, just to see your match through to the bitter end. Also, with so many players on screen at the same time, you may find yourself struggling to get into the action. However, Midway has stumbled across a formula that has proved highly successful for a good few years, and their latest basketball incarnation is going to be ready for Super NES owners in early 1997. Luckily, we've been able to secure an EXCLUSIVE preview (we always seem to get the big exclusives, don't we...?), so let's put on our vests and size eighteen sneakers and see what all the fuss is about...



HANG TIME

NO LONGER IN A JAM!

Although NBA Hangtime may not be familiar to loyal Nintendoids, you may have noticed that the game resembles another Super NES favourite. Yes, Hangtime has been developed by the same people that brought us NBA Jam Tournament Edition, and incorporates many features from the previous arcade hit. However, this title is the most comprehensive of the lot and, once you've stepped onto the court, you'll soon realise that there is soooooo much more you need to learn...



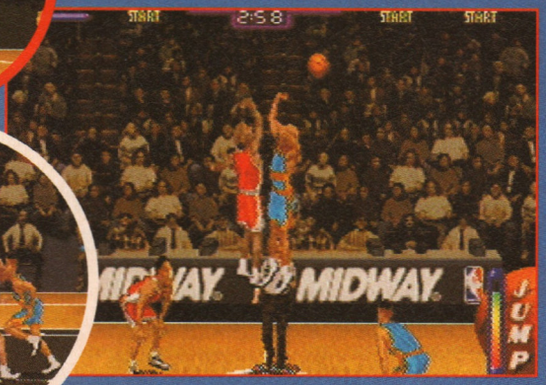
TAKE THE BALL

RULES! WHAT RULES?!

Although the matches are still incredibly competitive, some of the more serious rules of basketball have been removed to create a more playable game. The obvious difference is that the teams play Two-on-Two. The fouls have been removed, the ball stays on court, and there are no back-court violations. The only penalties which remain are Goal Tending, which is swiping the ball away from the basket when it's about to drop through the hoop, and Shot Clock Violation.

TIME TO TAKE CONTROL!

When playing the tournament you'll progress through all 29 NBA teams, all of whom have been ranked. You start with the worst team and, if you're a pretty tasty dribbler, finish with the reigning NBA champions. You can also choose to control one of five players from their respective teams. Each player is rated in six categories - Speed, Power, Shoot, Dunk, Steal and Block. At half time the players' statistics are displayed along with the computer's choice for MVP (most valuable player). The break also lets you make a substitution and control a new member of the team.

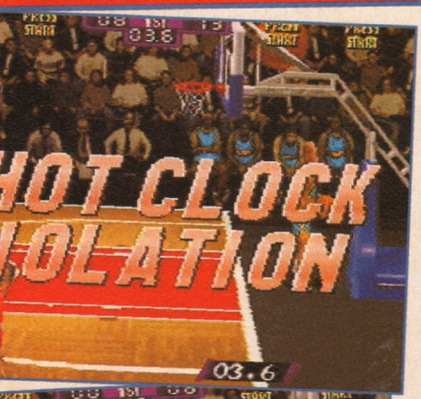


WHO YOU CALLIN' UGLY?!

NBA Hangtime features a bizarre option which allows you to create your very own player, and you can choose between aliens, chickens and a host of other weird characters! However, even though the players may look, er, different, their attributes remain the same. Once you've decided on your player's image, you can now determine their height and weight, before finely tuning his skills to suit your needs. Each player starts with 40 points with which to make improvements, and is rewarded with two bonus points every time they win a game. To stop the matches becoming too one-sided, the computer limits the amount of extra points a player can earn.

OU CAN PASS, STEAL OR ALLEY-OOP!!

L AND SLAM IT THROUGH THE HOOP!!



THINK FOR YOURSELF!

One key factor which makes NBA Hangtime so playable is the artificial intelligence of the CPU-controlled players. For a start, the developers have incorporated all the NBA stars' strengths and weaknesses to make the game more realistic, but the most improved aspect is that the players are unpredictable and look for openings on the court, rather than drifting around aimlessly.

GAME DATA

- GAME: NBA HANGTIME
- BY: WILLIAMS
- RELEASE: FEBRUARY '97
- GAME TYPE: SPORTS SIM
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 24 MEG

NMS ON THE ROAD

With Kent breaking off from the rest of England and now drifting towards the south of France as a result of Phil's excursion, we thought it best to go back to basics to prevent any further disasters. So here's Shaun, once again taking to the road – and this time he's visiting Milton Keynes!

Straight roads and roundabouts: that's probably the simplest way to sum up Milton Keynes. I'd hate to be a poor tourist trying to get directions around the place – it must be an absolute nightmare! Anyway, as I let the train take the strain, I didn't encounter too many problems except the mile walk from the station. On arrival, I noticed that MK was hardly the gaming capital of Britain, with a distinct lack of game stores. Luckily, Electronics Boutique was more than happy to put up with me for half a day, so let's get straight to the job in hand and find out what the puntlets had to say...

COME ON DOWN!

Every month a brave NMS staffer leaves the safety of EMAP Towers and ventures to a town in the UK. Find him and wave a copy of NMS in his face, and you could get some goodies!

NMS UK TOUR 96

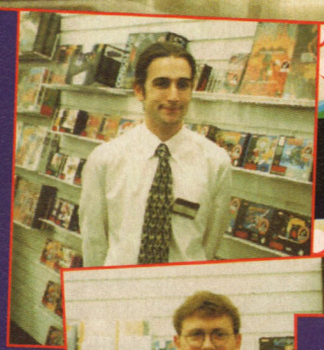
ELECTRONIC BOUTIQUE

CROWN WALK

Sadly, Electronics Boutique is Milton Keynes' only dedicated games store. During one of the shop's quieter moments, I spoke to Chris Foulger, EB's Sales Assistant, and asked him which games were popular at the moment: "The best sellers are the classics like F-Zero and Super Mario Kart, as well as Donkey Kong Country 2 and Yoshi's Island." Chris also said that the new Game Boy bundle packs were selling well, but believes the GB Pocket will need some marketing as very few people know much about it. There's a lot of interest in the N64, and they've already taken several pre-orders. On a personal note, Chris loves playing the old Nintendo classics, and he's also bought an imported N64. "SM64 is just brilliant – it's a new style of game. The level of design and and the imagination behind it is incredible," he said before heading back to the counter.

TOP FIVE BARGAINS

(1) Weaponlord
(2) Phantom 2040
(3) Fever Pitch
(4) Revolution X
(5) World League Basketball



Roger Chapman has been a Super NES owner for two and a half years and is an avid games player who loves platform, role-playing games and beat-'em-ups. His favourites are, like so many others, Donkey Kong Country 2 and Yoshi's Island. He admitted to being very excited about the pending release of the N64. "I've seen some of the games and it looks brilliant," he said. "Yes, I'll definitely buy one when it's released."

Mark Cotton was scouting through the Super NES section when I pounced on him. He was looking for a new sports sim or racing title to add to his impressive collection. "I'm thinking about getting Micro Machines 2 or Stunt Race FX," he stated. Mark also confessed that his mum buys all his games – lucky sod. He didn't know about the arrival of the N64, but said that he'd check it out when it arrives and if it was any good, he – or his mum – would buy one.

Jack Dale was out hunting for a bargain. "I've got fifteen pounds on me, and came in to see what was on offer." His favourite game is Mortal Kombat 2, although he admits he likes most beat-'em-ups. So what did Jack know about the N64? "I've read a little about it, but I don't know much." Although he admitted that if someone left him some money in a will, he would, without doubt, spend it on the Nintendo 64.

TOP FIVE PRE-OWNED BARGAINS

(1) Starwing	£9.99
(2) Madden '93	£9.99
(3) Super Star Wars	£19.99
(4) Vortex	£14.99
(5) Shaq Fu	£9.99

NMS ON THE ROAD

Chris Ayriss is one of the few lucky puntlets to have bought an imported N64, and already owns Super Mario 64 and Pilotwings 64. What does he think of the two games? "Blindin', mate," was his short, but incredibly accurate, reply. Why is the N64 so good? "The freedom of gameplay. They're much more interactive than anything else I've played," he added. Chris is desperate to play WaveRace 64, and was well impressed when I showed him the 64-Play in our last issue. "I'm also going to buy Super Mario Kart R and F-Zero 64 when they're released. I've played F-Zero on the Super NES for years. It's an excellent game." Cheers, Chris – a T-shirt for your troubles.

Next up: Daniel Ashley, who was also looking for a new platform title. However, having already bought both Donkey Kong Country games and Yoshi's Island, he was struggling. "The last game I bought was Primal Rage, but I found it too easy," he stated. Daniel has been paying close attention to the features about the N64 and, like so many people, was going to buy one as soon as it hits these shores. Which games does he want to play? "Super Mario 64 and Killer Instinct Gold are looking really impressive."

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Andrew Jackson sprinted down to EB, after phoning up and realising I was already on the shop floor. After catching his breath, he revealed the latest issue and told me about his gaming views. "The game I play most is Super Mario World. I've owned it for ages, but I've just gone back to it," he said. He's been an avid NMS reader since it's early days, so I had to ask him his opinions of the magazine. "I wouldn't change it. The presentation is excellent, and you're always the first with the news and new games." Andrew has been gobsmacked with our N64 coverage. "I've been paying close attention to Super Mario 64, WaveRace 64 and Super Mario Kart R, and it just looks like a fantastic machine." What more can you say?

Although Jody Houghton sold his Super NES years ago, fortunately he's able to borrow his brother's. "I like playing the older games like Super Probotector and Cybernator," he stated. So, why did Jody sell his Super NES? "Years ago, Nintendo said they were going to bring out a CD system for it. A year later it still wasn't out, and then they changed it to the Ultra 64. After five years, I became fed up waiting." Jody reckons he'll buy an N64 when it comes out in March, but feels Nintendo need to develop more arcade titles rather than platform games like Mario and Donkey Kong.

Andrew Norman has been a Super NES fanatic for three years, and still loves Kevin Keegan's Player Manager. After moaning about the lack of decent titles on display, he admitted to still loving the classics like Super Mario World and Mario Kart. Will he buy a Nintendo 64? " I'm not sure. I haven't seen too much, so I'll wait 'til it comes out and have a look." With that, Andrew grabbed his T-shirt and headed for the exit.

CLASSIC COMEBACK!

Most of the Nintendoids from Milton Keynes still enjoyed an evening in, playing the classics. So, let's look at five of the oldies-but-goodies, that have recently received a re-release on the Super NES.

(1) SUPER MARIO WORLD

The game that launched the Super NES is still rated as one of the best games ever created. Help Mario explore 96 levels, as he battles to rescue Princess Daisy from the evil clutches of Bowser.

(2) ZELDA: A LINK TO THE PAST

After three epics on the NES, Link burst into life on 16-bit with the most comprehensive RPG ever. Restore peace to Light World before warping to Dark World, and try to end Ganon's reign of terror.

(3) PILOTWINGS

After the rave reviews of the N64 launch classic, this old 16-bit fave is, once again, in massive demand. Eight assignments and a couple of secret missions await anyone brave enough to take to the skies.

(4) MARIO KART

The biggest-selling racing game of all time is still being snapped up by speed freaks. Eight favourites from Mario World battle through four tournaments in the hope of eventually standing on the winner's podium.

(5) SUPER METROID

In this sprawling arcade adventure the luscious Samus Aran must outwit the evil Mother Brain and rescue the last Metroid, which has been captured and held within the fortress planet of Zebes.

NEXT: SOUTHAMPTON & BELFAST!

Nintendo lovers of Southampton! Keep an eye out for Shaun's golden locks on **Friday afternoon, December 6th**! He could have an early Xmas pressie for you... And now you've seen new boy Davey's face in the mag, here's your chance to meet him in the flesh! Yes, we're sending our beloved Deputy Editor to the gaming stores of Belfast. As usual, he'll be armed with a host of Nintendo goodies and roaming the streets on **Friday afternoon, December 27th**, so track him down and say hello!

ONCE IN ROYAL DAVE'S CITY!

NEXT MONTH!

CRUCIAL CHRISTMAS BONANZA!

SHOSHINKAI!!

First exclusive report on the Japanese show where Nintendo will be revealing its games for next year. But will it unveil the Bulky Drive? How about Zelda 64? You'll just have to wait and see, won't ya?

NINTENDO 64!!

Exclusive previews and playtests of:

- *Starfox 64!*
- *Mortal Kombat 64!*
- *Turok: Dinosaur Hunter!*
- *J-League Perfect Striker! (AKA Konami's ISS 64!)*
- *Killer Instinct Gold!*

SUPER NES!!

In-depth reviews of:

- *Street Fighter Alpha 2!*
- *Marvel Superheroes: War Of The Gems!*

SEASONAL SURPRISES!!

Christmas wouldn't be the same without something a little special, now would it? How about a sneaky-peek at Hexen 64? Or Doom 64? Well, we're not promising anything, but keep yer fingers crossed and we'll see what we can do!

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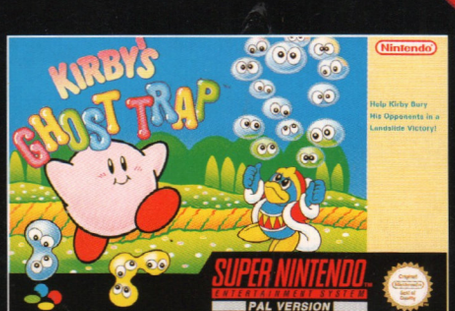

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